PRIMA'S OFFICIAL STRATEGY GUIDE

Elizabeth M. Hollinger
James M. Ratkos

U.S. $12.99 Can. $17.95 U.K. £9.99

Electronic Entertainment

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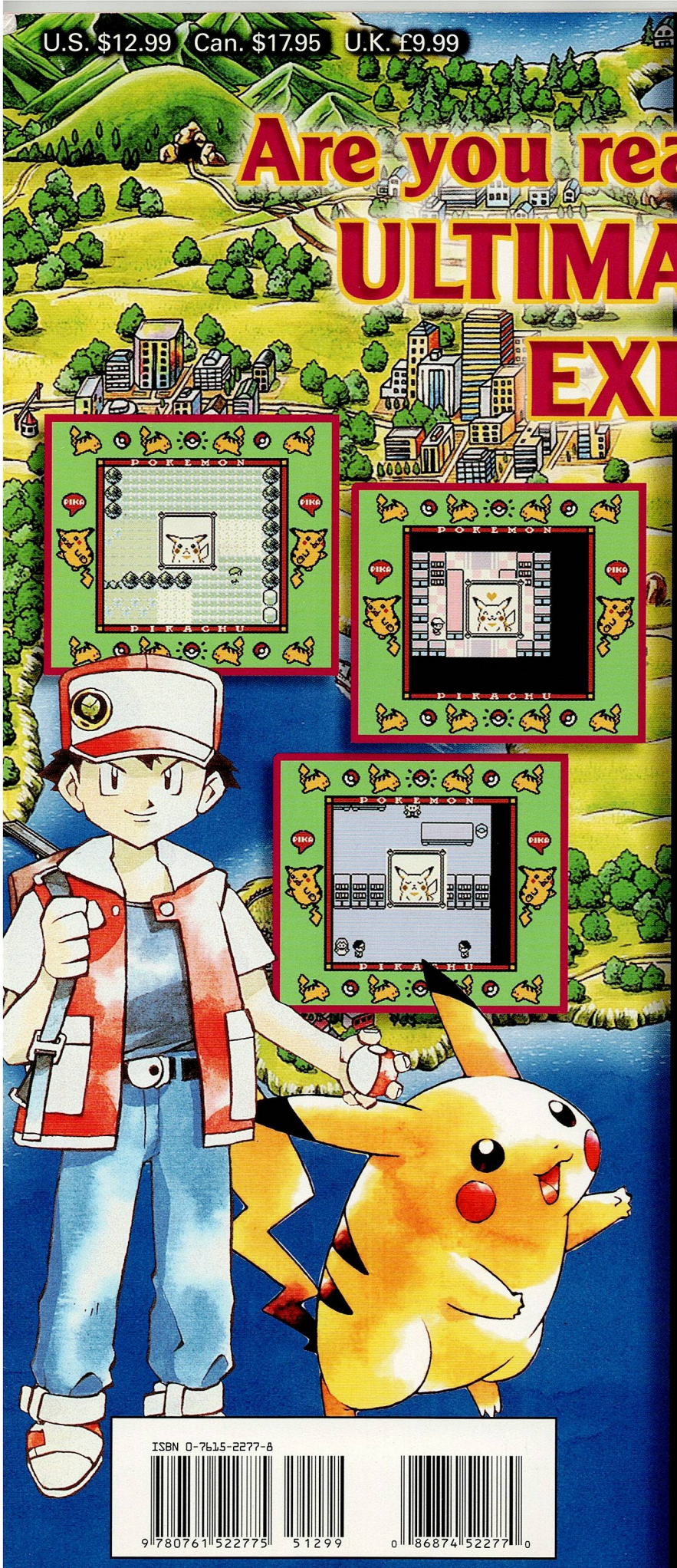

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- Detailed stats for every Pokémon™
- Complete machine, item, and ability descriptions
- All item and machine locations revealed
- Covers Red, Blue, and Yellow versions!

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ISBN 0-7615-2277-8

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Platform: Game Boy

Pokémon™

Gotta catch 'em all!™

Prima's Official Strategy Guide

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ISBN: 7615-2277-8
Library of Congress Catalog Card Number: 99-63683
Printed in the United States of America

99 00 01 02 GG 10 9 8 7 6 5 4 3 2 1

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Becoming a Master Pokémon Trainer

In this book, you'll find information for *Pokémon Red*, *Blue*, and *Yellow*. Although *Pokémon Yellow* is an enhanced version of *Pokémon Red* and *Blue*, it's an entirely different game in many respects. Your goal is still to become a Master Pokémon Trainer, and to defeat your Rival and the Elite Four, but to do so you must defeat more formidable Gym Leaders and smarter Pokémon!

Pokémon Yellow incorporates much from the animated series. Many Trainer portraits have been changed to reflect their cartoon appearance. The Pokémon they battle have been changed, as well. For example, instead of his previous trio of Electric Pokémon, Lt. Surge now fights with only a LV28 Raichu; instead of her old troop, Sabrina now sends out her eerie LV50 Abra, Kadabra, and Alakazam.

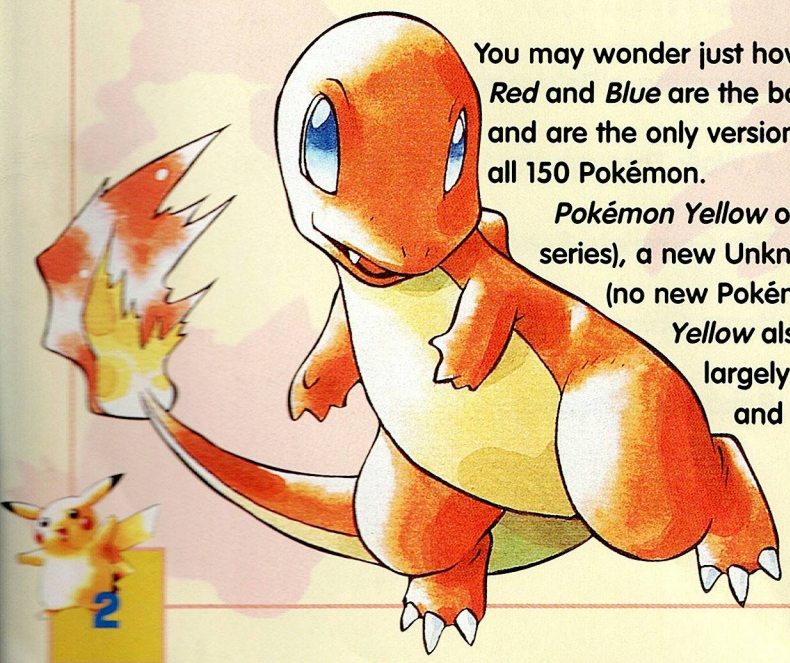
To make things even more challenging, you start the game with Pikachu. It's true that Pikachu is no lightweight, but its attacks against Geodudes and Onix have no effect whatsoever! Starting with Pikachu means you can't sail through the game with one or two Pokémon, as you could in *Red* and *Blue*! You must master capturing and training a variety of Pokémon immediately to win those Gym Badges. In effect, *Pokémon Yellow* offers many of the same choices Ash confronted in the animated series.

Veterans of *Pokémon Red* and/or *Blue* will find *Pokémon Yellow* a more challenging version of the game. You must consider how each type of attack affects each Pokémon before you go into battle, and juggle the responsibility for raising the levels of all in your party.

Note

Read the game manual to familiarize yourself with gameplay basics. The sections that follow expand on this basic information and provide some more advanced techniques. If you've played *Pokémon Red* or *Blue* already, you'll find the instructions basically the same for *Pokémon Yellow*.

How the Three Games Stack Up!



You may wonder just how the Red, Blue, and Yellow versions differ. *Pokémon Red* and *Blue* are the basic versions. They're identical in terms of appearance, and are the only versions that combine to allow you an opportunity to collect all 150 Pokémon.

Pokémon Yellow offers updated graphics (scaled to mimic the animated series), a new Unknown Dungeon map, and a different Pokémon spread (no new Pokémon; just a different assortment from *Red* and *Blue*). *Yellow* also provides more multiplayer options. The story remains largely the same, however (tweaked to include Jesse, James, and the three original Pokémon).

Here are the major differences, in a nutshell.

Pokémon You Won't Find

RED	BLUE	YELLOW
Sandshrew	Ekans	Weedle
Sandslash	Arbok	Kakuna
Vulpix	Oddish	Beedrill
Ninetales	Gloom	Ekans
Meowth	Vileplume	Arbok
Persian	Mankey	Raichu
Bellsprout	Primeape	Meowth
Weepinbell	Growlithe	Persian
Victreebel	Arcanine	Koffing
Magmar	Scyther	Weezing
Pinsir	Electabuzz	Jynx
		Electabuzz
		Magmar

Hard-to-Find Pokémon

RED	BLUE	YELLOW
Caterpie	Weedle	Chansey
Metapod	Kakuna	Tangela
Grimer	Nidoran ♂	Lickitung
Muk	Koffing	
Kangaskhan	Weezing	
Electabuzz	Kangaskhan	
Tauros	Tauros	

Pokémon You Can Buy at the Exchange Center

RED/COST	BLUE/COST	YELLOW/COST
Abra/180 CR	Abra/120 CR	Abra/230 CR
Clefairy/500 CR	Clefairy/750 CR	Vulpix/1000 CR
Nidorina/1200 CR	Nidorino/1200 CR	Wigglytuff/2680 CR
Dratini/2800 CR	Pinsir/2500 CR	Scyther/6500 CR
Scyther/5500 CR	Dratini/4600CR	Pinsir/6500 CR
Porygon/9999 CR	Porygon/6500 CR	Porygon/9999 CR

Pokémon Obtained via In-Game Trading

RED AND BLUE		YELLOW*	
POKÉMON	HOW OBTAINED	POKÉMON	HOW OBTAINED
Electrode	Trade Raichu in the Pokémon Lab on Cinnabar Island.	Dewgong	Trade Growlithe in the Pokémon Lap on Cinnabar Island.
Farfetch'd	Trade Spearow in Vermilion City.	Dugtrio	Trade Lickitung on Route 11.
Jynx	Trade Poliwhirl for Jynx in Cerulean City.	Machoke	Trade Cubone on Route 5.
Lickitung	Trade Slowbro on Route 18.	Mr. Mime	Trade Clefairy on Route 2.
Mr. Mime	Trade Abra on Route 2.	Muk	Trade Kangaskhan in the Pokémon Lab on Cinnabar Island.
Nidoran ♀	Trade Nidoran ♂ on Route 5.	—	—
Nidorina	Trade Nidorina on Route 11.	Parasect	Trade Tangela on Route 18.
Seel	Trade Ponyta in the Pokémon Lap on Cinnabar Island.	Rhydon	Trade Golduck in the Pokémon Lab on Cinnabar Island.
Tangela	Trade Venonat in the Pokémon Lab on Cinnabar Island.	—	—

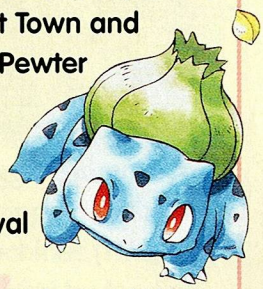
*In *Pokémon Yellow*, you can pick up Pikachu *and* Charmander, Squirtle, and Bulbasaur in different areas. The other choices you must make remain the same. If you've always wanted to have all three original starting Pokémon in your party, *Yellow* gives you that opportunity. What *Pokémon Yellow doesn't* do is take the place of *Pokémon Red* or *Blue*. To get all 150 Pokémon, you must still trade between *Red* and *Blue* versions (to pick up Jynx, Electabuzz, and Magmar).

Getting Started

You'll notice changes in *Pokémon Yellow* from *Pokémon Red* and *Blue* as soon as you boot up the game. In *Pokémon Red* and *Blue*, you must choose from among three "starter" Pokémon—Charmander, Squirtle, and Bulbasaur. Once you find Professor Oak, he takes you back to his Lab, where you may choose a Pokémon from his remaining group of three. Your Rival chooses next, and then the remaining Pokéball goes to Professor Oak. (He'll leave it where it is for the entire game.)

But which to choose? Conventional wisdom says Bulbasaur is your best bet: it levels up more quickly than the other two and, as a Grass type, it's effective against Ground and Water Pokémon in the first two Gyms. Consider Charmander, as well, with its Fire and ability to equip strong offensive skills and two of the five Hidden Skills; Charmander takes the longest to raise, however, and isn't strong against the first two Trainers. Teamed with an Electric Pokémon such as Pikachu, though, it makes a powerful combination that can take on just about anything. The same goes for Squirtle. This character is strong against Ground Pokémon in the first Gym and can equip the powerful Water-based skill machine you get when you defeat Misty at the Cerulean City Gym.

There's no "correct" choice here, so choose the one that best suits your personality. And remember, you'll have the opportunity to capture as many as 10 more Pokémon types between Pallet Town and your appointment with Brock at the Pewter City Gym. You'll want to fill out your team with some of them.



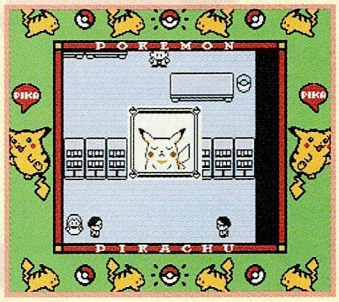
The Pokémon you choose has a direct bearing on which one your Rival ends up with. If you choose Charmander, your Rival will probably take Squirtle; choose Bulbasaur, and your opponent will take Charmander; choose Squirtle, and your foe must settle for Bulbasaur.

The Many Faces of Pikachu

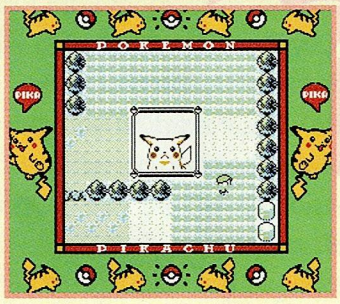
In *Pokémon Yellow*, when you run into Professor Oak at the entrance to Pallet Town, he captures a wild Pikachu. Back in the lab, Oak's grandson—your Rival—grabs Eevee, the Pokémon originally intended for you. Then Professor Oak gives you the Pikachu he caught, and your adventure begins.

Pikachu is a fun character to have on your side. As in the animated series, Pikachu refuses to stay in its Pokéball and insists on following you around. Turn and talk to it to learn how it feels about you. At the beginning of the game, Pikachu is unhappy to be stuck with you as a Trainer. Use it in lots of battles and keep it healthy, however, and it will change its attitude.

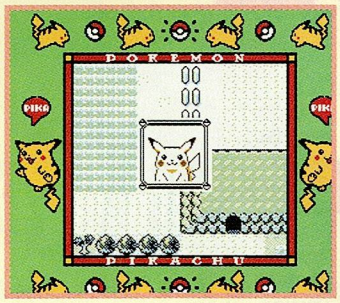
If you've played with the Pokémon Pikachu toy in the past, the in-game interaction with Pikachu will be familiar. Pikachu displays a variety of expressions, from anger to shock to fear to love, as it reacts to you and its surroundings. Keep tabs on your Pikachu's emotions to see how many faces you can find!



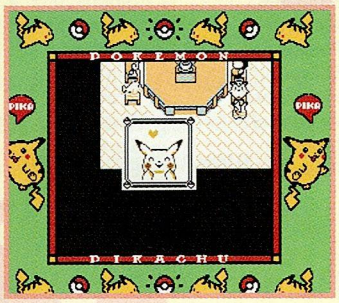
Pikachu's not happy to see you.



Sad Pikachu.

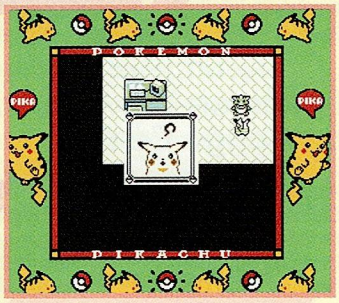


Smiling Pikachu.

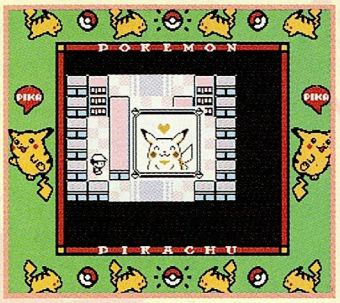


Smitten Pikachu.

Pikachu in Love.



Huh?

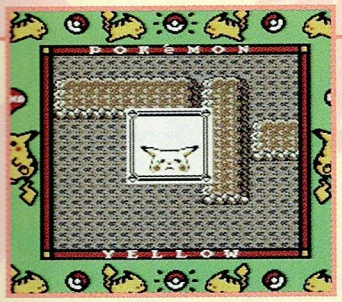


Pikachu is pleased with you!

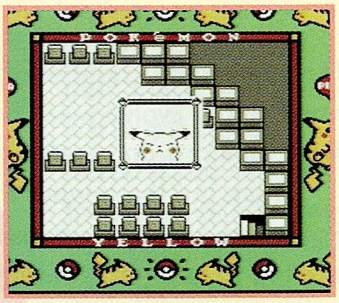
Shocked Pikachu.

Hopping Pikachu.

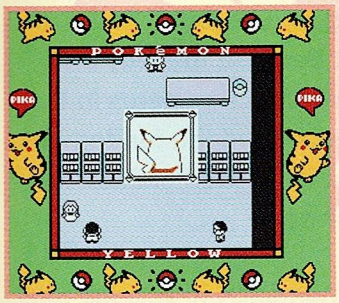
Pikachu doesn't like it when you try to Evolve it with a Thunder Stone.



Poisoned Pikachu.



Scared Pikachu.



Pikachu turns its back on you!

The Art of Capturing Pokémon

To succeed in this game, you must know how to capture Pokémon: there's just no way around it! First, you need a Pokéball. You can buy one at any Poké Mart in a town or city near you. Then you must battle a Wild Pokémon. The rules forbid stealing Pokémon from other Trainers, so don't try it, or you'll waste a Pokéball! The only fair game are the Wild Pokémon you find in the patches of long grass between towns, or in dungeons, forests, ponds (once you have a fishing pole), and caves. You'll also have opportunities to trade for rare Pokémon.

After you flush a Wild Pokémon, you must weaken it before you can capture it in a Pokéball. Bring it as close to fainting as you can without actually defeating it before using your Pokéball. *Be careful:* if you're battling a Pokémon you really want to capture (especially an uncommon one, such as Clefairy), don't send your strongest fighters against it or use skills sure to defeat it in one round. Instead, choose tamed Pokémon of a similar experience level you're confident will survive and that can inflict a controllable amount of damage. For example, skills that produce Paralysis or Sleep ensure success.

As you progress, you can acquire versions of the basic Pokéball that work better against the more powerful creatures. Don't expect to have an easier time capturing Pokémon, though. Poké Mart wares change to correspond with the Pokémon levels and challenges confronting you in that section of the game. Using an Ultra Ball—the most effective Pokéball you can buy in a store—on a LV2 Spearow helps you capture that creature (unless you let your LV30+ Pokémon attack it!). But capturing extremely rare and powerful Pokémon—such as the bird trio of Articuno, Zapdos, and Moltres, the awesome Mewtwo, and even the sleepy Snorlax—often requires you to toss as many as *50* Ultra Balls!

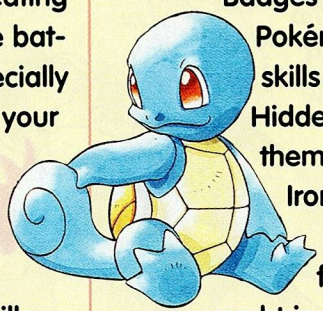
This game is less about strength than it is about patience and cunning.

The Care and Feeding of Your Pokémon

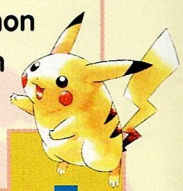
Caring for a troop of Pokémon is easy, as long as you remember to heal their wounds and take them for regular checkups at one of many Pokémon Centers.

Still, there are a few more elements involved in raising a Pokémon that's more than just "fighting fit." This is how a trained Pokémon can be stronger than a Wild Pokémon of the same experience level.

When you train a Pokémon of your own, you influence its development. You decide whether it Evolves at certain points, which skills it learns, and so on. Captured Pokémon receive attack and defense strength, speed, and special skills bonuses from the Badges you collect. You can customize your Pokémon further by equipping them with skills from Technical Machines (TMs) or Hidden Machines (HMs) and by feeding them attribute-raising vitamins (Calcium, Iron, Carbos, and the like).



It's better to raise Pokémon from a young age. A Pokémon caught in the Safari Zone at the relatively low level of 23 and raised to LV50+



will have better overall stats and be much stronger than a LV50+ Chansey caught in Cerulean Cave. When you must choose whether to keep a self-taught creature or replace it with a newly caught version with a slightly higher experience level, check out their stats and skills. What you find may surprise you.

Raising a Pokémon from a lower level also gives you more control over when it Evolves. Pressing Ⓑ during an evolution sequence prevents the Pokémon from changing into the next form. There are pros and cons to this. A first-form Pokémon can learn skills much faster than its Evolved cousins. For example, Squirtle can learn the powerful Hydro Pump skill at LV42, but Wartortle must wait until it reaches LV47, and the Blastoise until LV52! If you're raising a Pokémon that Evolves by means other than leveling up (via an Elemental Stone or trading), that evolution may keep it from learning new skills altogether, or make it learn a whole new set. On the other hand, evolution tends to make Pokémon stronger and more flexible. Often, reaching a new stage allows a Pokémon to use different TMs or learn more powerful skills. Evolution transforms some Pokémon (such as Magikarp) from weak, useless creatures to frightening, all-powerful ones. Know your Pokémon before deciding how to raise them!

Note

You don't have to raise all your low-level Pokémon if you don't want to! But if you really want a certain Pokémon in your main group of creatures, it's better to grab it while it's young than to wait to capture it at a higher level.

Some Pokémon that appear in the game's later stages don't afford you that luxury; others you won't want regardless of which level you capture them!

Evolution

Most Pokémon change form as they acquire experience. Some Evolve twice before reaching their final form; others won't Evolve at all.

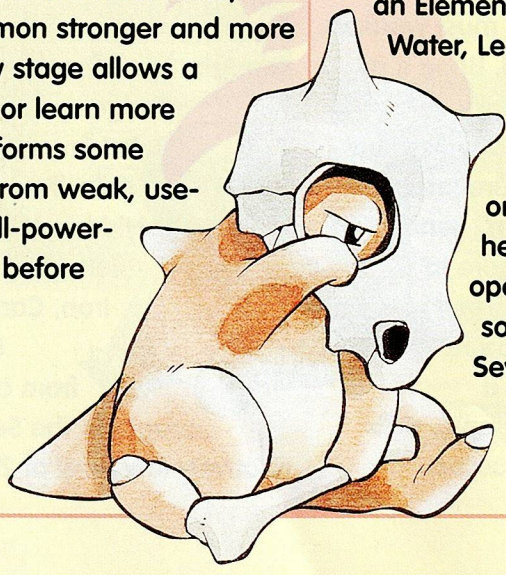
There are three ways to Evolve in the world of Pokémon—leveling up, using an Elemental Stone, or trading to another cartridge. Because the way a Pokémon Evolves affects how often it appears in the game, it's a good idea to understand the fundamentals of Pokémon evolution. Refer to the Pokédex to see how each Pokémon evolves.

Leveling Up

Thirty-six species of Pokémon reach their second or third forms simply by gaining experience and leveling up. This is the most fundamental Pokémon evolution, and the most time-consuming. It will come as no surprise, then, to learn that most of these 36 species (and even many of their Evolved cousins) are roaming about in the wild. If you're trying to collect all 150 Pokémon, raise only those you'll have play an active role in your party, and then try to capture as many forms of the others as you can.

Elemental Stones

You can coax many Pokémon into Evolving by using an Elemental Stone. Four of the five stones (Fire, Water, Leaf, Thunder) are in Item Balls located in dungeons, or you can buy them at the Celadon Department Store. The fifth stone (Moon) is the rarest; you'll find it only in dungeons. (The Item Finder may help you locate a few Moon Stones in the open, however.) Quantities are limited, so use the Elemental Stones wisely. Seventeen species of Pokémon grow using Elemental Stones, but you can't Evolve them all.



Evolving a Pokémon with an Elemental Stone is risky business. Most creatures that Evolve this way lose their ability to pick up learned skills, or learn skills different from those set for the first or second form. Because you can use the stones at any time, it's a good idea to wait until the Pokémon is well-trained to Evolve it.

Note

You can't Evolve Pikachu into Raichu with a Thunder Stone in *Pokémon Yellow*. Trying to do so only upsets Pikachu.

Trading

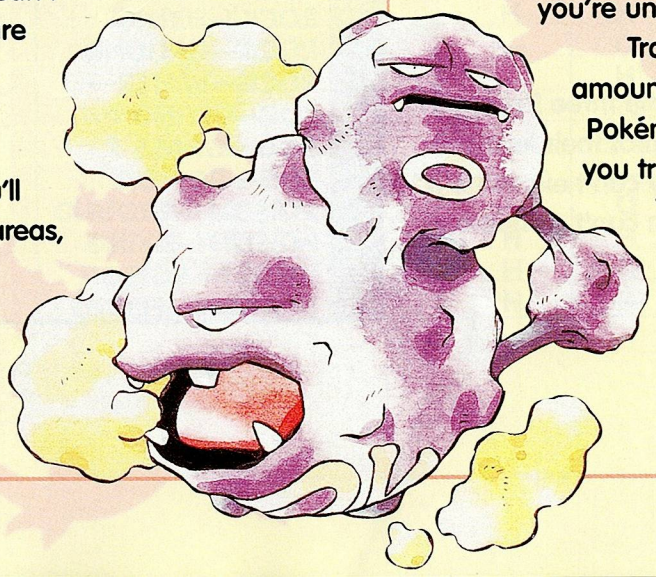
Four species of Pokémon (Abra, Machop, Geodude, and Gastly) Evolve suddenly and mysteriously when you trade them at the Cable Club (more on this later). Each has three forms, and reach the second form by leveling up. Once they reach that second form, you can trade them at any time. And once the Pokéball travels through the Link Cable, the transformation will begin!

Note

Unlike Pokémon Evolved via Elemental Stones, the four Pokémon that Evolve by trading retain the same learning rate as their second-form counterparts.

Non-Evolving Pokémon

Twenty-four Pokémon needn't face evolution woes. All are rare and precious creatures. Most appear only once, in dungeons or in-game trade scenarios. You'll find a few only in special areas, such as the Safari Zone.



The Importance of Trading

To become a Master Pokémon Trainer, you must be willing to trade your Pokémon. This is the only way you can collect all 150 Pokémon. In *Pokémon Red* and *Blue*, four people are willing to trade their rare Pokémon for your more common ones. When you run across these people, note their locations and return later with the Pokémon they request. Because they want only common Pokémon, get two and trade the extra one.

Note

In-game trading is less important in *Pokémon Yellow* than in *Red* and *Blue*. In fact, you may find you don't want to participate in *any* offered trades!

To get the unique Pokémon from one of the other versions of the game, as well as the Pokémon you didn't choose elsewhere in the game, you must link up with a friend at the Cable Club. Remember, the Red and Blue versions of the game have 11 Pokémon you'll find only on that particular cartridge. For example, if you want a Meowth and you're playing Pokémon Red, you must find someone with a Link Cable, a Blue version of the game, and an extra Meowth.

To perform trades, go to the Cable Club counter at any local Pokémon Center. Enter the Trading Room and sit down at the table to negotiate. Once you trade a Pokémon, it's gone until you trade it back. You retain credit for capturing it in your Pokédex, opening up the possibility for "temporary" trades. This comes in handy when a friend needs credit for a Pokémon you're unwilling to part with.

Trading Pokémon also increases the amount of experience the traded Pokémon earns in battle. A Pokémon you trade from another cartridge earns 1.5 times the experience of a normal Pokémon.

You're more likely to experience discipline problems with traded Pokémon than those you raise yourself, however. Before using a traded Pokémon, make sure you have the Badge you need to make it obey you.

Multiplayer Games

You can battle your friends across a link cable, as well. For more of a challenge, *Pokémon Yellow* offers Colosseum 2 with new battle options. Before you can start a battle, your Pokémon must meet certain requirements for each multiplayer mode.

Note

To use the new multiplayer modes, both combatants must be using *Pokémon Yellow*!

Note

Mew is unable to attend Colosseum 2.

Poké Cup

Poké Cup mode allows you to battle three Pokémon that must be between LV50 to LV55. (The sum of their levels can't be more than 155.)

Pika Cup

Pika Cup allows you to battle three Pokémon between LV15 and LV20. (The sum of their levels can't be more than 50.)

Petit Cup

Petit Cup mode allows you to battle three Pokémon between LV25 and LV30. (The sum of their levels can't be more than 80.) Also, they can't exceed 6'8" and 44 pounds. Evolved Pokémon can't compete.

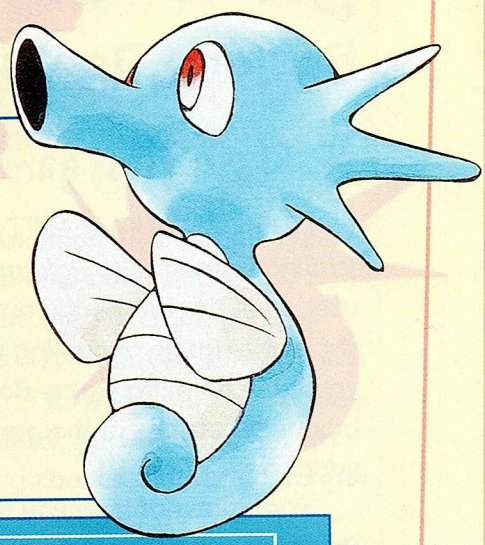
Pokémon Type vs. Skill Type Chart

Whether you play against friends or in-game Trainers, you'll have a better chance of winning if you know which skills work best against which Pokémon. This is especially important in *Pokémon Yellow*, where much of the challenge lies in matching the best Pokémon and skills against your opponents. This is the best way to overcome Level discrepancies between your Pokémon team and the enemy's. Refer to the following chart for help.

Pokémon Type vs. Skill Type Chart	NML	FIR	WAT
NORMAL	—	—	—
FIRE	—	H	×2
WATER	—	H	H
GRASS	—	×2	H
ELECTRIC	—	—	—
GROUND	—	—	×2
FIGHTING	—	—	—
BUG	—	×2	—
POISON	—	—	—
PSYCHIC	—	—	—
DRAGON	—	H	H
NORMAL—FLYING	—	—	—
FIRE—FLYING	—	H	×2
WATER—FLYING	—	H	H
WATER—ICE	—	—	H
WATER—FIGHTING	—	H	H
WATER—POISON	—	H	H
WATER—PSYCHIC	—	H	H
ICE—FLYING	—	×2	—
ICE—PSYCHIC	—	×2	—
GRASS—POISON	—	×2	H
GRASS—PSYCHIC	—	×2	H
ELECTRIC—FLYING	—	—	—
ROCK—FLYING	H	H	×2
ROCK—GROUND	H	H	×4
ROCK—WATER	H	Q	—
BUG—FLYING	—	×2	—
BUG—GRASS	—	×4	H
BUG—POISON	—	×2	—
POISON—GROUND	—	—	×2
POISON—FLYING	—	—	—
GHOST—POISON	X	—	—
DRAGON—FLYING	—	H	H

Skill Chart Legend

— = Normal
×4 = Damage × 4
×2 = Damage × 2
H = ½ Damage
Q = ¼ Damage
X = No effect



SKILL TYPES

ICE	GRS	ELC	ROC	GRD	FGT	BUG	POS	FLY	PSY	GST
—	—	—	—	—	×2	—	—	—	—	X
—	H	—	×2	×2	—	H	—	—	—	—
H	×2	×2	—	—	—	—	—	—	—	—
×2	H	H	—	H	—	×2	×2	×2	—	—
—	—	H	—	×2	—	—	—	H	—	—
×2	×2	X	H	—	—	—	H	—	—	—
—	—	—	H	—	—	H	—	×2	×2	—
—	H	—	×2	H	H	—	×2	×2	—	—
—	H	—	—	×2	H	×2	H	—	×2	—
—	—	—	—	—	H	×2	—	—	H	X
×2	H	H	—	—	—	—	—	—	—	—
×2	H	×2	×2	X	—	H	—	—	—	X
—	Q	×2	×4	X	H	Q	—	—	—	—
—	—	×4	×2	X	H	H	—	—	—	—
Q	×2	×2	×2	H	×2	—	—	—	—	—
H	×2	×2	H	—	—	H	—	×2	×2	—
H	—	×2	—	×2	H	—	H	—	×2	—
H	×2	×2	—	—	H	×2	—	—	H	X
—	H	×2	×4	X	—	H	—	—	—	—
H	—	—	×2	—	—	×2	—	—	H	X
×2	Q	H	—	—	H	×4	—	×2	×2	—
×2	H	H	—	H	H	×4	×2	×2	H	X
×2	H	—	×2	X	H	H	—	H	—	—
×2	—	×2	×2	X	—	H	H	H	—	—
×2	×4	X	H	×2	×2	—	Q	H	—	—
H	×4	×2	—	×2	×2	—	H	H	—	—
×2	Q	×2	×4	X	Q	H	×2	×2	—	—
—	Q	H	×2	Q	H	—	×4	×4	—	—
—	Q	—	×2	—	Q	—	—	×2	×2	—
—	—	X	H	×2	H	—	Q	—	×2	—
×2	Q	×2	×2	X	Q	H	H	—	×2	—
—	H	—	—	×2	X	H	Q	—	×2	×2
×4	Q	—	×2	X	H	H	—	—	—	—

Dos and Don'ts

Do Play this game with a friend—or, better, two!

Trading is integral to *Pokémon*. The sooner you get used to it, the better off you'll be. If you want to avoid the hassle of dealing with tricky friends, and if you have an extra Game Boy and a link cable, then buy both versions of the game and trade with yourself.

Regardless of how you trade, getting all 150 Pokémon requires a carefully planned effort, and is best accomplished among three people. Here's a list of the points for which you must plan ahead and decide who gets what.

- the official choosing of starter Pokémon at the beginning of the game (RB)
- choose either Dome Fossil or Helix Fossil at the bottom of Mt. Moon (RBY)
- get Porygon for 9999 CR (RY) or 6500 CR (B)
- obtain Hitmonlee or Hitmonchan at the Splinter Gym in Saffron City (RBY)
- Evolve Eevee with a Thunder Stone, Water Stone, or Fire Stone (RBY)

If you assign each partner a role, you'll have a far easier time collecting Pokémon without duplicating rare ones.

Don't concentrate on raising one character over the others!

It's a familiar scenario: you get a Pokémon you really like and you use it more often than any of the others. However, it's better to share the wealth—and experience points—for several reasons. A well-balanced team of equally strong Pokémon fares much better against the Elite Four and your Rival. It also provides backup in case your favorite Pokémon runs out of PP or is incapacitated in battle. Remember, as the game progresses, the number of Trainers you must defeat in any one area increases, too, as does the challenge they present.

This is especially important in *Pokémon Yellow*, where Pikachu starts at a disadvantage. Capturing the right Pokémon types and leveling them up to Pikachu's level at the beginning of the game is crucial. Plus, the emphasis on Rock and Ground Pokémon later in the game means you'll need high-level Pokémon that can handle them.

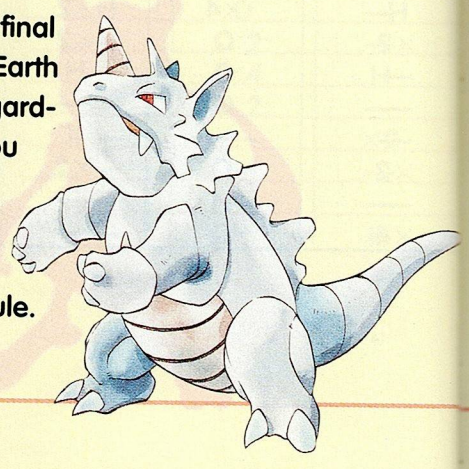
Do Take advantage of the 1.5 experience bonus for traded Pokémon.

If you find yourself with a Pokémon you must raise quickly, try trading it to another cartridge. Traded Pokémon receive 1.5 times the experience points of regular Pokémon, and that adds up in a hurry. This is an especially effective way to level up more powerful Pokémon that Evolve at higher levels than normal, such as the Dratini.

Don't try to play the game from the beginning with your friend's LV70 Mewtwo.

It sounds like a good idea, doesn't it? Unfortunately, however, *Pokémon*'s Badge system provides checks and balances that encourage you not to do this. As you'll learn from a Pewter City citizen, Pokémon can choose not to obey a new and inexperienced Trainer. In fact, you're guaranteed mastery over all Pokémon to LV30 only after you reach Cerulean City and win the Cascade Badge. The Rainbow Badge extends that mastery to LV50 Pokémon, and the Marsh Badge to LV70 Pokémon.

After you defeat the final Leader and acquire the Earth Badge, all Pokémon, regardless of level, will obey you without hesitation. Until then, both captured and traded Pokémon are susceptible to this little rule.



You'll discover the LV70 Mewtwo you thought would help you win the game in no time actually spends most of its time sulking and refusing to perform.

Do save often.

Saving has advantages. If a Trainer or Gym Leader defeats you, you'll resurrect at the last Pokémon Center you visited, but at a price—half your money!

Save your game before important battles, or when you encounter a legendary Pokémon, such as Zapdos or Mewtwo. Because you have only one chance to capture it, saving allows you to restart should you run out of Ultra Balls or defeat it accidentally.

Don't be fooled: trading doesn't have to be permanent.

When you trade a Pokémon, you automatically get credit for having captured it. You keep this credit even if you trade the Pokémon back to the original owner. Players hesitant to trade away a precious creature should stipulate this as a term of agreement before trading with friends.

Do remember to buy antidotes and other curatives before entering dungeons.

It's so discouraging to lose to a creature that puts your Pokémon to Sleep simply because you didn't have Awakening potion. Always stock up on potions, antidotes, and other curatives before venturing into unknown locales!

Don't forget, Pokémon can suffer only one negative status at a time.

If your Pokémon ends up Paralyzed or Poisoned, think twice before healing it during battle. Although a Paralyzed Pokémon can be a hindrance, it prevents the enemy from hitting it with something worse, such as Sleep or Ice.

Do try to match Pokémon in battle to maximize their effectiveness.

Refer to the foregoing Pokémon Skill Vs. Skill Type Chart when choosing Pokémon and attacks for battle. When possible, make sure the Pokémon you pit against enemy creatures have supereffective attacks against that foe and won't take too much damage in return. You'll find their attack bonus can give even weak Pokémon a fighting chance against a stronger enemy.

Don't hesitate to change Pokémon during a battle.

Bait-and-switch is perfectly ethical in the world of Pokémon. If you should pick up a Pokémon that's much weaker than your current favorites, don't be afraid to level it up by letting it serve a quick round in battle. In fact, moving a weak Pokémon to the top of your list, and then swapping it with a more powerful fighter, is one of the quickest and safest ways to raise its level. After all, experience points are divided equally among all combatants!

Finally, do experiment!

You can't know what's possible until you try it. Don't be afraid to mix and match TMs, or to raise what you think will become interesting characters. There's no right or wrong way to become a Master Pokémon Trainer. Enjoy the game!

a Walk Through the World of Pokémon

Part One: The Quick-and-Dirty Path

What follows is a quick overview of the game's major events in the order they happen. You'll learn how to make your way through the world of Pokémon, and find out what to get and who to see in each area. Use this guide in conjunction with the map pages that follow, and you'll win the acclaimed title of Master Pokémon Trainer in style!

Pallet Town

RB: Choose one of the three Pokémon in Professor Oak's Lab.
Y: Get Pikachu from Professor Oak's Lab.

▼

Route 1: Pallet Town to Viridian City

▼

Viridian City

Pick up **Oak's Parcel** from the clerk at the Poké Mart.

▼

Route 1: Viridian City to Pallet Town

▼

Pallet Town

Deliver **Oak's Parcel** to Professor Oak and receive a **Pokédex** in exchange.
Pick up a **Town Map** from your Rival's sister.

▼

Route 1: Pallet Town to Viridian City

▼

Viridian City

▼

Route 2: Viridian City to Pewter City

▼

Viridian Forest

▼

Pewter City

Defeat Brock at the Pewter City Gym.
Get the **Boulderbadge**.

▼

Route 3: Pewter City to Mt. Moon

▶

Mt. Moon

▼

Route 4: Mt. Moon to Cerulean City

▼

Cerulean City

Defeat Misty at the Cerulean City Gym.
Get the **Cascade Badge**.

▼

Routes 24 and 25: Cerulean City to the Sea Cottage

Help Bill and get the **SS Ticket.**

▼

Cerulean City

▼

Route 5: Cerulean City

▼

Underground Path: Cerulean City to Vermilion City

▼

Route 6: To Vermilion City

▼

Vermilion City

Pick up HM01 from the Captain of the **SS *Anne.***
Defeat Lt. Surge at the Vermilion City Gym.
Get the **Thunder Badge.**
Pick up the **Bike Voucher** from the Pokémon Fan Club.

▼

Route 11

▼

Diglett's Cave

Route 2

Pick up HM05.

▼

Diglett's Cave to Route 11 to Vermilion City to Route 6 to the Underground Path and Route 5

▶

Cerulean City
Get the **Bicycle** with the Bike Voucher.

Route 9: Cerulean City to Rock Tunnel

Rock Tunnel

Route 10: Rock Tunnel to Lavender Town

Lavender Town

Underground Path: Lavender Town to Celadon City

Celadon City
Defeat Erika at the Celadon City Gym. Get the **Rainbow Badge.** Get the **Silph Scope** from Team Rocket's hideout beneath the Game Corner. Buy a water, **Lemonade**, or **Soda Pop** from the vending machines on the roof of the Celadon Department Store.

Underground Path: Cerulean City to Lavender Town

Lavender Town
Rescue Mr. Fuji from the Pokémon Tower. Get the **Poké Flute.**

Route 8: Lavender Town to Saffron City
Give the thirsty guard a drink.

Saffron Town
Rescue the President of Silph Company and receive a **Master Ball.** Defeat Sabrina at the Saffron Town Gym. Get the **Marsh Badge.**

Route 7: Saffron City Celadon City

Celadon City

Route 16: Wake the Snorlax! Get HM02 from the house behind the bushes.

Routes 17 and 18: Cycling Road

Route 8: Saffron City to Lavender Town

Lavender Town

Route 12

Wake the Snorlax

Routes 13, 14 and 15: The Docks

Fuchsia City
Defeat Koga at the Fuchsia City Gym. Get the **Soul Badge.** Pick up HM03 and the **Gold Teeth** in the Safari Zone. Exchange the **Gold Teeth** for HM04 with the Game Warden.

Route 19: Fuchsia City to the Seafoam Islands

Seafoam Islands

Route 20: Seafoam Islands to Cinnabar Island

Cinnabar Island
Find the **Secret Key** in the Pokémon House. Defeat Blaine at the Cinnabar Island Gym. Get the **Volcano Badge.**

Route 21: Cinnabar Island to Pallet Town

Pallet Town and Route 1 to Viridian City

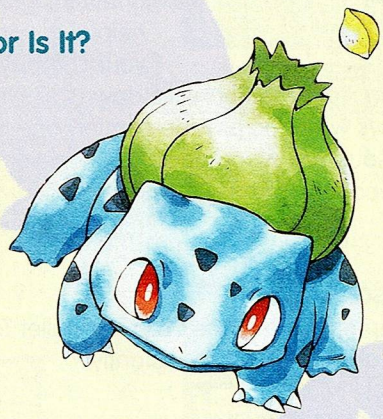
Viridian City
Defeat Giovanni, leader of Team Rocket, at the Viridian City Gym. Get the **Earth Badge.**

Route 22 and 23: Viridian City to Victory Road

Victory Road

Indigo Plateau
Defeat the Elite Four, one by one.
Defeat your Rival one last time.
Become the Master Pokémon Trainer.

The End—or Is It?

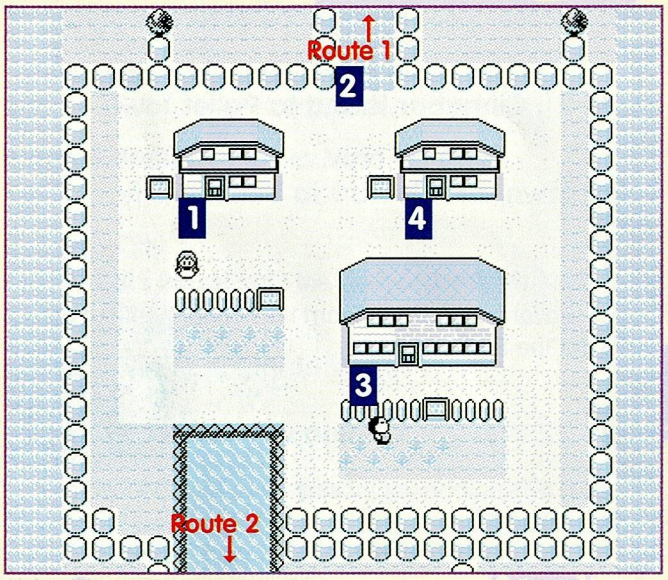


Part Two: A Detailed Look at the World of Pokémon

The sections that follow provide a closer look at the world of Pokémon. *Pokémon Red-*, *Blue-* and *Yellow*-specific events or items are marked with the appropriate letter (R,B, or Y).

Pallet Town

You were born and raised in this tiny town. Now you're leaving it to fulfill your destiny as a Master Pokémon Trainer. Everyone feels sad, but they understand that it's time for you to leave the nest. Your goal is to find the elusive Professor Oak and earn your first Pokémon.



Pokémon

NAME	R	B	Y
Poliwag	X	X	—
Tentacool	X	X	X
Staryu	—	—	X

1. A Bit of Home-Cooked Goodness!

Inside your house you'll find a few things that will be helpful to you. Upstairs is your computer, where you'll find a **Potion**. Your mother waits downstairs in the living room, always willing to provide comfort and a healing dose of chicken soup when you need it. Whenever you're in the neighborhood, pay her a visit and she'll heal your wounds.

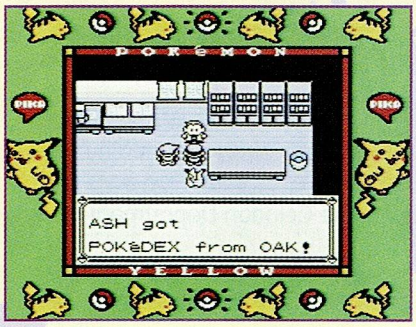
2. Professor Oak

Wanna jump-start the game? Leaving Pallet Town makes Professor Oak come running instantly!

3. The Lab

Get your first Pokémon here!

Here in Professor Oak's Lab you'll receive two things at two different times. When you meet Professor Oak at the entrance to town, he'll drag you here and give you your first Pokémon. Which Pokémon you get depends on the version of the game. Watch out for your Rival on the way out! He's all set to try his Pokémon out on you!



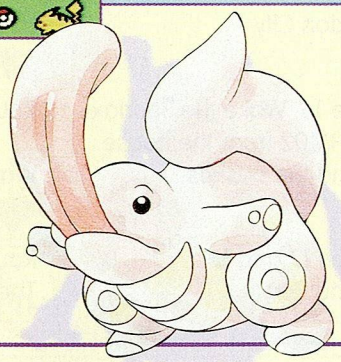
Deliver **Oak's Parcel** and he'll give you this!

Later, once you've delivered a certain **Parcel** to Professor Oak, you'll get your **Pokédex** and can buy **Pokéballs** and start your Pokémon collection! Happy hunting!

Pikachu Note!

When you meet Professor Oak, he rescues you from Pikachu. (Everyone knows how menacing Pikachu is!) Back at the Lab, you must deal with your Rival, who's arrived early to get his Pokémon from his grandfather. There's only one **Pokéball** on the table this time (it's an Eevee!) but your Rival claims it before you can get a closer look. Instead, you get the Pokémon Oak caught earlier—Pikachu. After you battle Gary (did you win?), Professor Oak notices that Pikachu hates being in its **Pokéball**. Leave it out and talk to it often!

Pikachu's not happy to see you—yet!



4. Why Should You Visit Your Rival's Home?

Regardless of what your Rival says, his sister will be glad to help you!

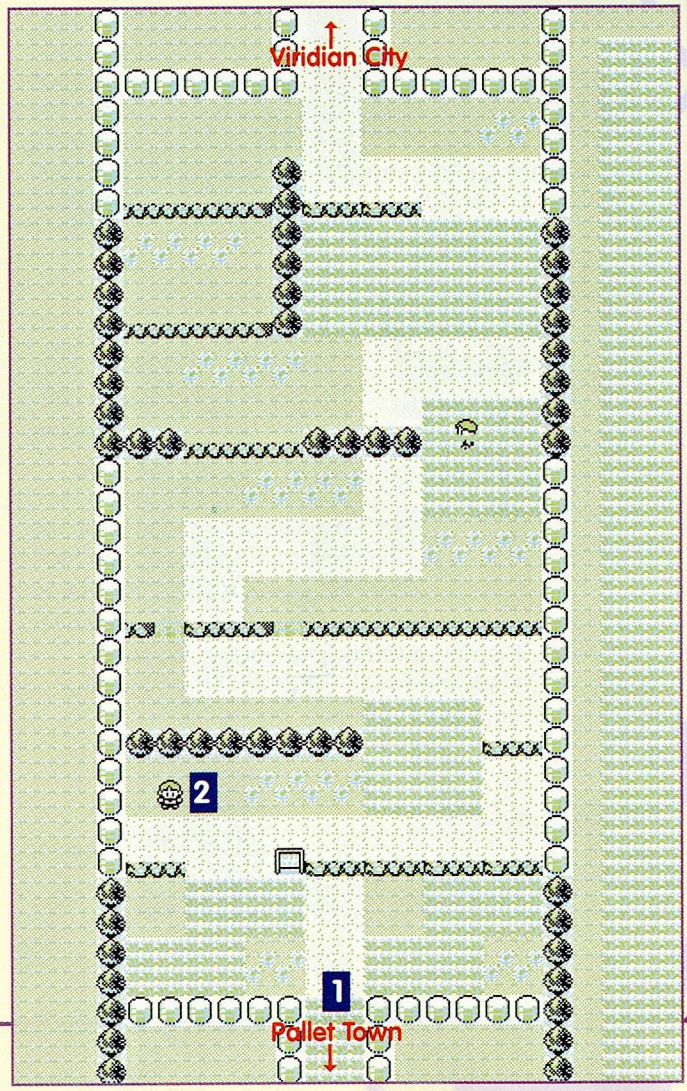
Maybe your Rival's sister likes you: visit her after you get your **Pokédex** and she'll give you a copy of the **Town Map**. This awesome item helps you find your way from town to town!

Route 1

The roads in the world of Pokémon can be dangerous if you're unprepared. The first time you walk down this road, it's just you and your first Pokémon. After you gain the ability to capture Wild Pokémon, you can use this as a hunting ground. Take this road north to Viridian City.

Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Rattata	X	X	X

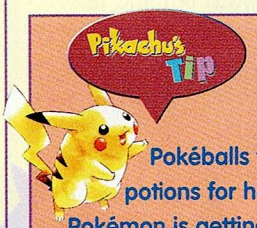


1. The Dangers of Long Grass

You'll find Wild Pokémon wherever you see these patches of long, waving grass. Except for a few places in dungeons and in water, you won't find Wild Pokémon anywhere else! If your Pokémon is low on Hit Points or you don't want to fight in any more random battles—stay out of the grass (or use repel)!

2. The Rewards of Being Friendly

Whenever you encounter persons in a town or on a road, take the time to talk with them. They usually offer helpful words of wisdom, or even—as with this guy—a spare item. The **Potion** he gives you may come in handy!



This is the first opportunity you'll have to fight a Wild Pokémon. The first time you go up and down this road, you can't use Pokéballs to capture Pokémon, or buy a lot of potions for healing, so *fight with care.* If your Pokémon is getting low on health, use your potion or stay out of the long grass and avoid battles until you can heal it at a Pokémon Center or at your house.

Viridian City

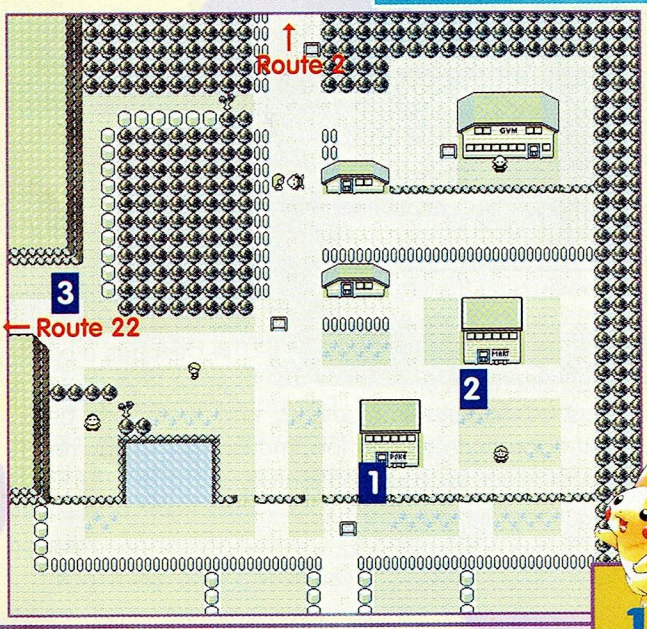
At first, you won't find much to do here: the Gym's closed up tight. But you'll get to visit your first Pokémon Center and shop at a Poké Mart.

Pokémon

NAME	R	B	Y
Poliwag	X	X	X
Goldeen	X	X	—

Poké Mart

ITEM	PRICE
Pokéball	200
Potion (Y)	300
Antidote	100
Paralyz Heal	200
Burn Heal	250



1. My Pokémon Needs Help!

In *Pokémon Yellow*, the attendant is none other than Nurse Joy and her Chansey!

Whenever you enter a new city, locate the Pokémon Center right away. There you can heal your Pokémon for *free* at the first counter! Just leave your wounded fighters with Nurse Joy and she'll return them to you "fighting fit."

You can also use the computer terminal here to log into your personal computer (to store items), Someone's Computer (to store Pokémon), and Professor Oak's Computer (to have your **Pokédex** evaluated). A good Pokémon Trainer uses these tools wisely and often—especially because you can carry only 20 items and six Pokémon with you.

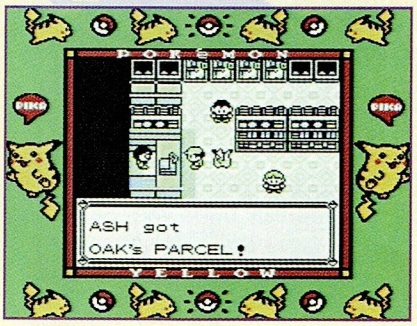
At the counter to the right, you'll find the Cable Club. Come here when you want to trade Pokémon with friends, or battle your Pokémon head-to-head in the Colosseum!

Note

Whenever you go out to capture Pokémon, you fill the six slots on your belt first. Any extra Pokémon teleport into storage on your computer account. You can save Pokémon this way until the box currently selected becomes full.

When you're about to enter an area with a lot of new Pokémon, such as Viridian Forest or Mt. Moon, stop by a Pokémon Center and change to an empty box.

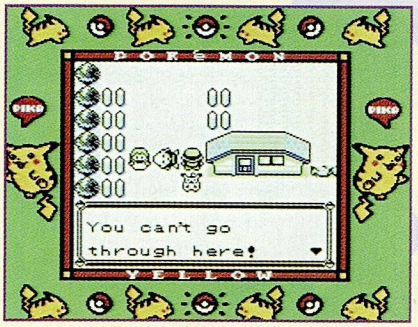
2. Delivery for Professor Oak!



You must deliver **Oak's Parcel** before you can shop!

At the Viridian City Poké Mart you'll find shelves of basic supplies, as well as a post office. The clerk has a package for Professor Oak that must be delivered immediately, and the delivery boy's out sick! If you do this favor now, maybe he'll let you return and buy supplies for your long journey.

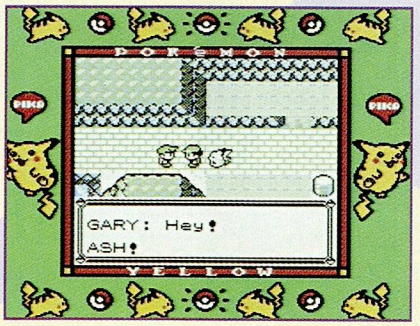
3. Pokémon Hunting on Route 22



You can't exit Viridian to the north without **Pokédex** in your inventory!

Once you can buy **Pokéballs** and capture Wild Pokémon, consider hunting in the long grass along Route 22. Here, not far from Viridian City and the Pokémon Center, you'll find lots of low-level Rattata, Spearow, Nidoran♂, and Nidoran♀. In *Pokémon Yellow*, you can even capture helpful Mankey.

Rival Battle Number 2



Be careful! Your Rival wants a rematch!

Don't go too far on Route 22, though! Your Rival lurks along the path to the top and is dying to challenge you to another fight. Before you accept the challenge, make sure you have at least two well-trained Pokémon. For this battle, your Rival has added a LV9 Spearow to his LV8 Eevee.

Note

In *Pokémon Yellow*, the outcome of these first two battles determines how your Rival develops his team of Pokémon (and his Eevee, especially).

Pattern A: If you defeat him both at Professor Oak's Lab and on Route 22, he'll evolve his Eevee into a Jolteon.
Pattern B: If you defeat him at Professor Oak's Lab, but lose to him here (or skip the battle), he'll evolve Eevee into Flareon.
Pattern C: If you lose to him both times (skipping this battle counts as a loss), he'll evolve his Eevee into a Vaporeon.

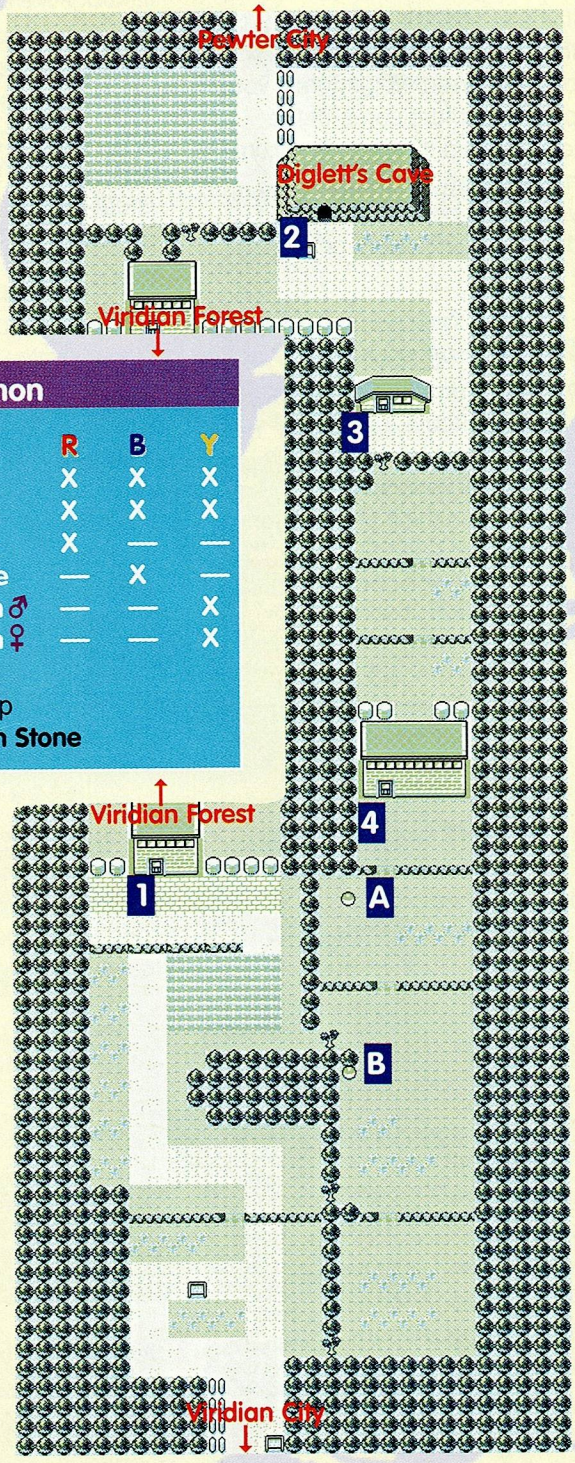
The type of Pokémon Eevee becomes determines the future Pokémon your Rival will train.

4. The Gym Is Closed?

Yup, and it will stay that way until after you defeat the seven other Gym Leaders. Sorry. Come back later!

Route 2

This tree-lined path takes you to Pewter City via Viridian Forest. There's not much to see or do here—except capture some Bug-type Pokémon!—until you've learned the **Cut** skill from HM01. Then you can cut down the little bushes and explore the right-hand side of the road!



Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Rattata	X	X	X
Weedle	X	—	—
Caterpie	—	X	—
Nidoran ♂	—	—	X
Nidoran ♀	—	—	X

Items

A. HP Up
B. **Moon Stone**

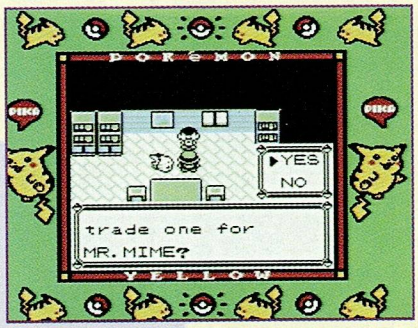
1. Entrance to Viridian Forest

This little building leads to Viridian Forest. The people there will tell you a little about what to expect, but that's all. Make sure you've stocked up on **Antidote** and **Pokéballs** before you enter. It's also a good idea to heal your crew at the Viridian City Pokémon Center first!

2. Diglett's Cave

Until one of your Pokémon learns how to **Fly** with HM02, you must rely on Diglett's Cave to take you from the area east of Mt. Moon back to here. With the **Cut** skill, you can slice down the saplings blocking the path and go home for a quick visit!

3. Trader Alert!

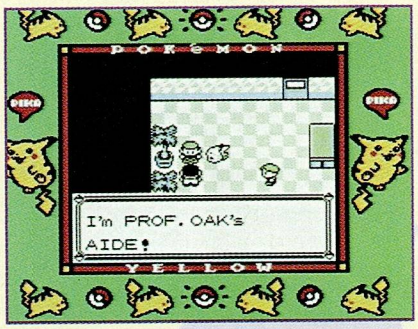


Trading is the only way to get Mr. Mime!

The person in this house will trade one of his Pokémon for one of yours!

Red/Blue: Trade Abra for Mr. Mime.
Yellow: Trade Clefairy for Mr. Mime.

4. An Illuminating Visit



Professor Oak's Aide always has nice gadgets to give away to deserving Trainers.

The people in this building are full of good information about HM05 and its **Flash** skill. Pokémon with this skill can light up whole dungeons. If you've captured 10 Pokémon by the time you reach this building, Professor Oak's Aide will give you your own copy of HM05.

Note

You need Surf, Strength, and Cut and must find the five Hidden Machines if you want to complete your journey. These skill machines differ from Technical Machines: they're reusable and you can use the skills they would contain in battle or as you travel on the Field Map—once you have the appropriate Badge.

A warning: once a Pokémon uses a Hidden Machine, it can never unlearn that skill.

Viridian Forest

Viridian Forest is the first place you'll encounter bands of roadside Trainers. They position themselves near roads or in dungeons to challenge unsuspecting Pokémon Trainers. Be on the lookout!

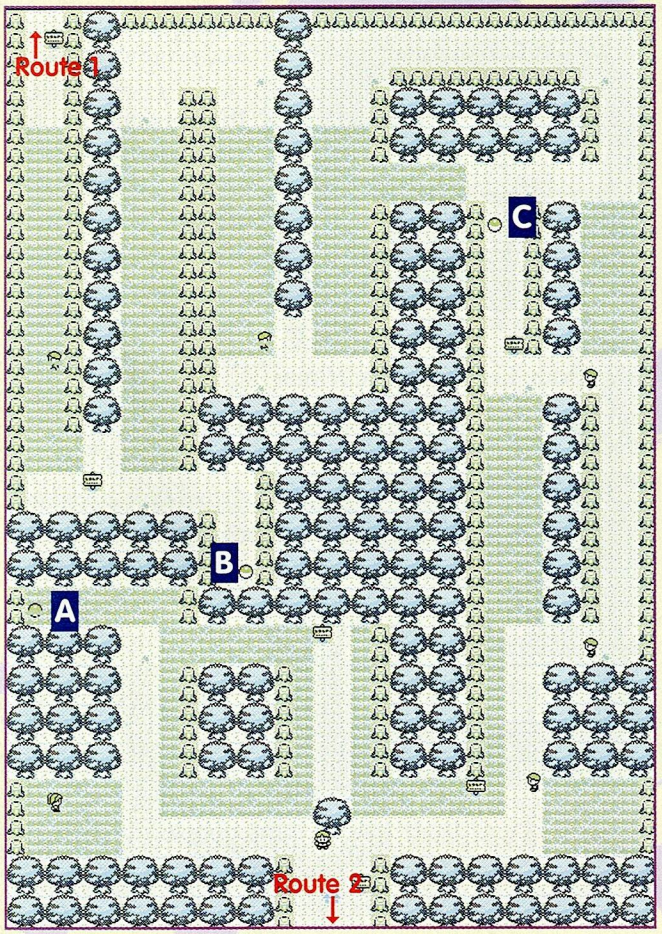
Pokémon

NAME	R	B	Y
Weedle	X	X	—
Kakuna	X	X	—
Caterpie	X	X	X
Metapod	X	X	X
Pidgey	—	—	X
Pidgeotto	—	—	X
Pikachu	X	X	—

Items

A. **Pokéball**
B. **Potion**
C. **Antidote** (RB)/**Potion** (Y)

Trainer Talk



The number of Trainers you must defeat here depends on the version of the game you play. There are three Weedle- and Caterpie-totin' Bug Catchers if you're playing *Pokémon Red* or *Blue*, and five if you're playing *Yellow*. Use these battles to raise the levels of your current Pokémon. If you plan to capture some of the local wildlife (Caterpie is recommended for *Yellow* players!), you might be able to take on these Trainers afterward.

Note

If you're playing *Pokémon Blue* or *Red*, here's your chance to finally acquire a Pikachu! You won't find one often in these woods, but when you do, you should try to capture it.

Note

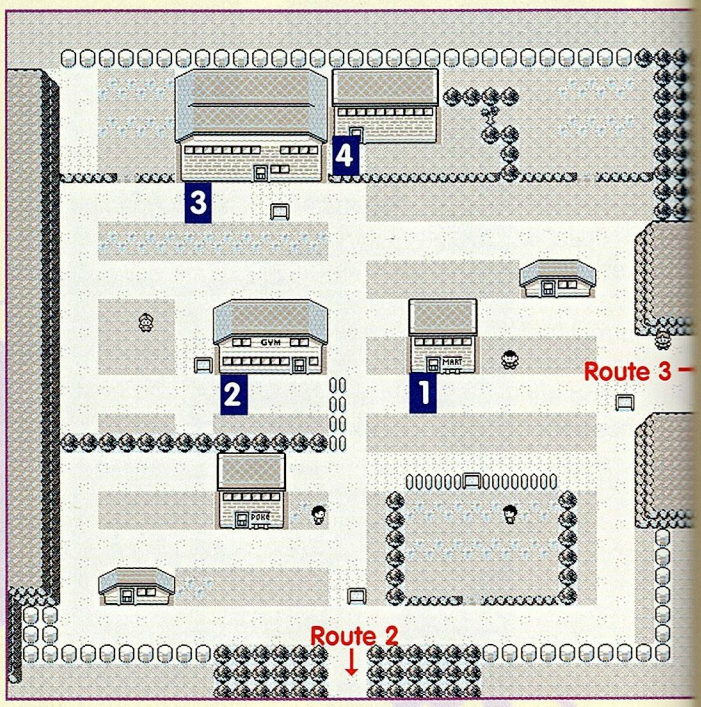
Brock, the Gym Leader at the Pewter City Gym, specializes in Rock Pokémon. Because Pikachu's attacks have no effect on Brock's Pokémon, plan for this while you have time. Raise a Caterpie to its final evolution stage (Butterfree) while you're in the Forest—a great way to defeat Brock!

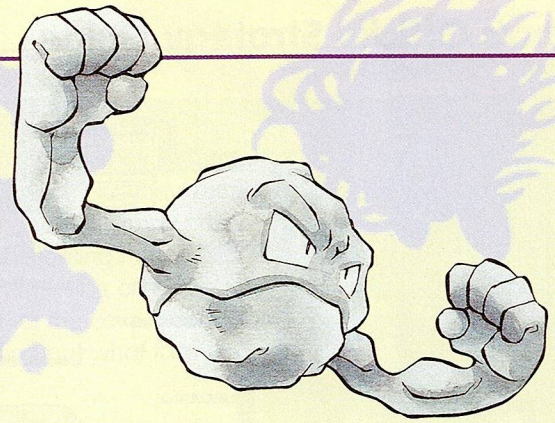
Pewter City

A sentry from the Gym won't let you enter Route 3 until after you defeat Brock! While you're in town, be sure to view the Museum's exhibit of prehistoric Pokémon.

Poké Mart

ITEM	PRICE
Pokéball	200
Potion	300
Escape Rope	550
Antidote	100
Burn Heal	250
Awakening	200
Paralyz Heal	200





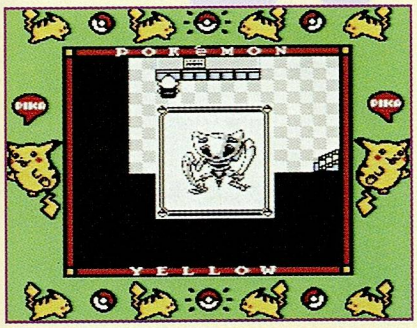
1. Visit the Poké Mart

Before you face Brock or head down Route 3 to explore Mt. Moon, be sure to buy some **Potions** here!

2. Fight at the Gym!

Are you ready for your first bout with a Gym Leader? From the look of the entrance pillars, your Rival's been here and gone.

3. The Pewter Museum of Science

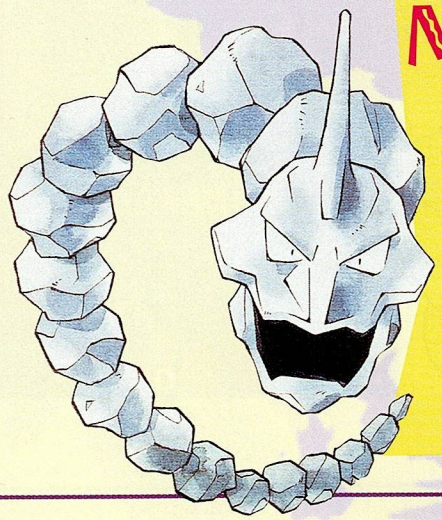


Look closely at the exhibits.

This month's exhibit features the remains of prehistoric Pokémon. Judging from the skeletons, those creatures were fierce. Go ahead and spend the 50 P to get in; it's worth it!

4. Wonder What They're Researching in There?

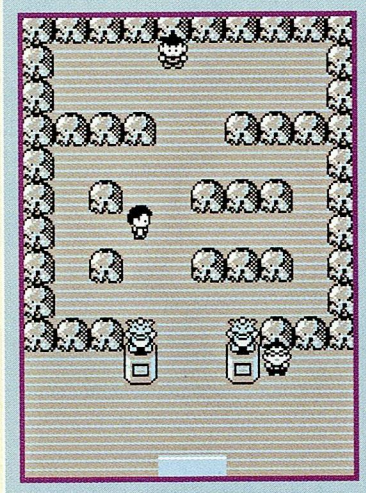
On the research side of the Museum (which you can enter after you acquire the **Cut** ability), the paleontologists are full of stories about fossils coming to life. Plus, someone's found an Aerodactyl fossil. Maybe they'll let you borrow it ….



Note

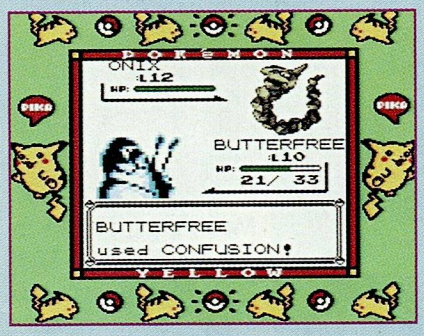
Consider the Junior Trainers in each Gym a warm-up for the big battle with the Gym Leader. Their Pokémon are similar in type and level to what the big boss will use. Blow through the Junior Trainers, and then you'll be ready to go up against the Leader.

Gym Leader Lowdown Number 1: Brock of the Pewter City Gym



The time has come to face your first Gym Leader—and he'll toss you a curve! Up to now, you've fought only tiny bug, bird, and rodent Pokémon—pretty easy to defeat, right? That's about to change! Brock raises Rock and Ground Pokémon. These chunks of stone and precious gems are hard to defeat, unless you have a powerful Water or Grass Pokémon on your side.

If you're playing *Pokémon Yellow*, here's your dilemma: Pikachu's Electric Attacks have no effect on Rock-type monsters like the Onix and there are no Water or Grass Type Pokémon in the general vicinity. However, Fighter-type skills like those possessed by the Mankey (Route 22) or the Confusion Spell of a Butterfree (Viridian Forest) are super effective against the Rock-type Pokémon favored by the Pewter Gym members. The problem is you must take the time to capture, train (or Evolve, in the case of the Butterfree), and level them up until they're roughly equal to the Gym Leader's levels (LV10 or LV11 should be high enough)! Use Mankey's Low Kick (learned at LV9) and Butterfree's Confusion (LV10) in these battles!



Confusion is guaranteed to put a dent in Onix's HP!

When you win, Brock surrenders the Boulder Badge and TM34 as a reward. The Boulder Badge provides a boost to your Pokémon's attack strength and allows you to use the hidden **Flash** skill anywhere you like. Technical Machine 34 contains the skill **Bide**, which will be familiar to you by the end of your battle with Brock's Onix.

Brock's Pokémon Lineup (Y)

Geodude LV10
Skills: **Tackle**

Onix LV12
Skills: **Bide**, **Bind**, **Screech**, **Tackle**

Brock's Pokémon Lineup (RB)

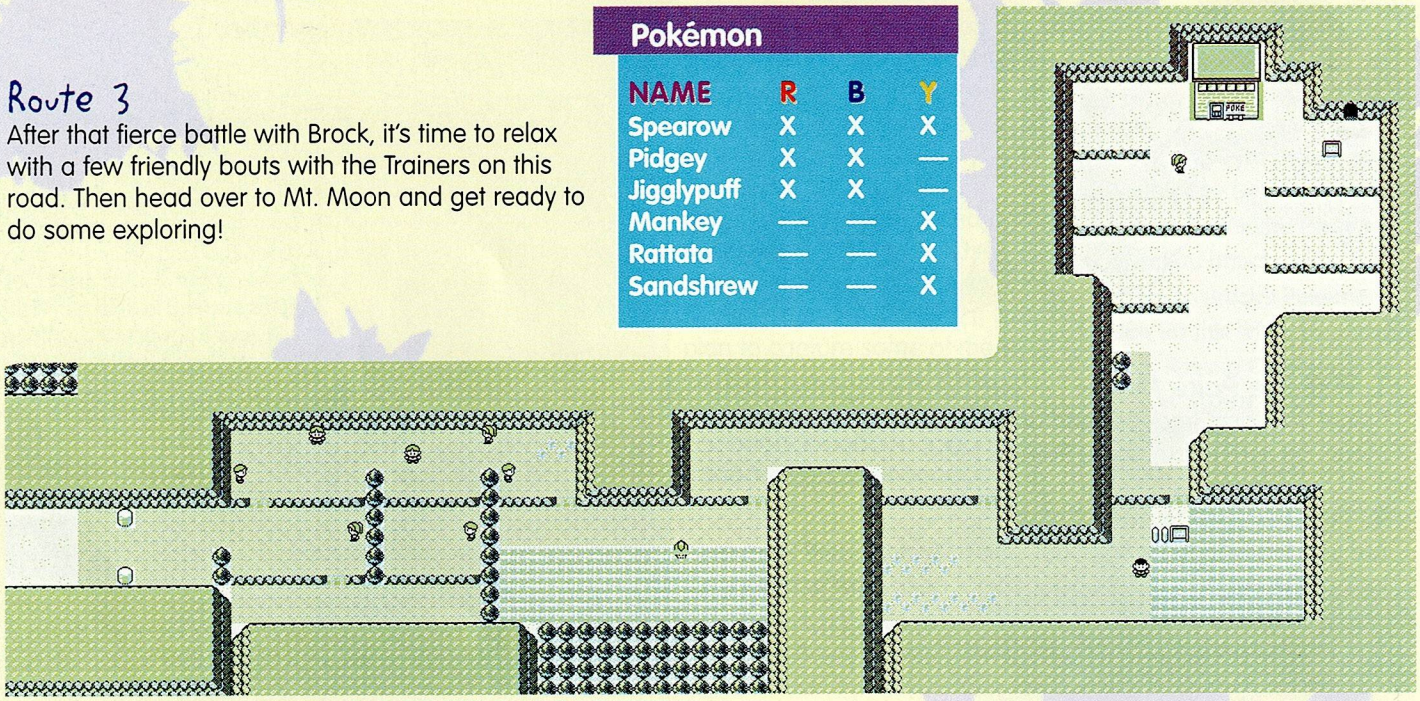
Geodude LV12
Onix LV14

Route 3

After that fierce battle with Brock, it's time to relax with a few friendly bouts with the Trainers on this road. Then head over to Mt. Moon and get ready to do some exploring!

Pokémon

NAME	R	B	Y
Spearow	X	X	X
Pidgey	X	X	—
Jigglypuff	X	X	—
Mankey	—	—	X
Rattata	—	—	X
Sandshrew	—	—	X



1. You Want to Sell Me *What?!*

Is this a good deal? It depends on you.

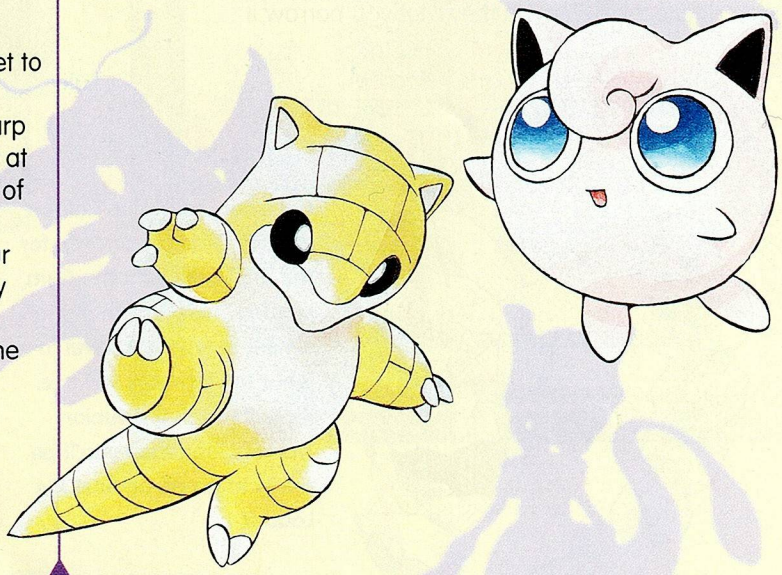
At the Pokémon Center outside Mt. Moon a man offers to sell Magikarp for 500 P. He makes it sound like a good deal, but don't be fooled. Magikarp are worthless creatures (until they become Gyarados) and you can catch them with a fishing pole almost anywhere. Save your money and wait until you get to Vermilion City!

Or, if your money reserves are good, buy the Magikarp and try to level it up until it Evolves into Gyarados. (Stick it at the top of your Pokémon list and switch it out at the start of each battle. This gives it half the experience earned and helps level it up quickly.) If you battle every Trainer on your way through the game, it is sure to evolve into the mighty and powerful Gyarados by the time you enter the Rock Tunnel. In *Pokémon Yellow*, having a Gyarados early in the game really helps in your quest to defeat the Elite Four.

Trainer Talk

Along Route 3, the Bug Catchers are back, and they've brought along stronger Caterpie and Weedle, as well as a couple of Kakuna and Metapod. You'll also encounter several Youngsters and Lasses. These Trainers carry common Pokémon you've seen and captured before or will very soon. All the Pokémon on this route range from LV9 to LV14.

Your best bet: be sensible and head back to the Pewter City Pokémon Center after every second or third battle. This is easier and, more important, less expensive than relying on potions and antidotes alone. You have a big dungeon coming up, so conserve your money for the **Pokéballs** and **Potions** you'll need while you're in there.



Mt. Moon

Team Rocket has infiltrated Mt. Moon, and they're up to no good. They may have been stealing rare fossils from the dig going on at the lowest level of the cave. You'd better go find out what they're up to.

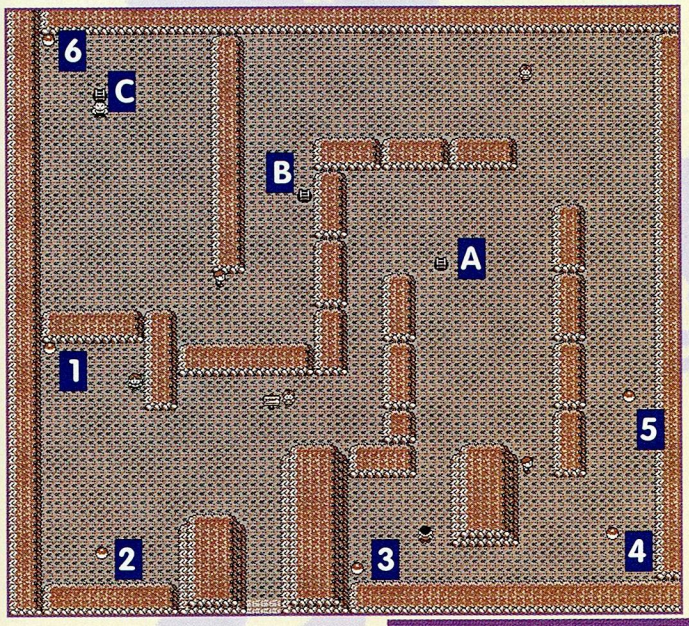
Pokémon

NAME	R	B	Y
Clefairy	X	X	X
Geodude	X	X	X
Zubat	X	X	X
Paras	X	X	—
Sandshrew	—	—	X

Items

1. **Potion**
2. TM12 (**Water Gun**)
3. **Potion**
4. **Rare Candy**
5. **Escape Rope**
6. **Moon Stone**

Mt. Moon 1F



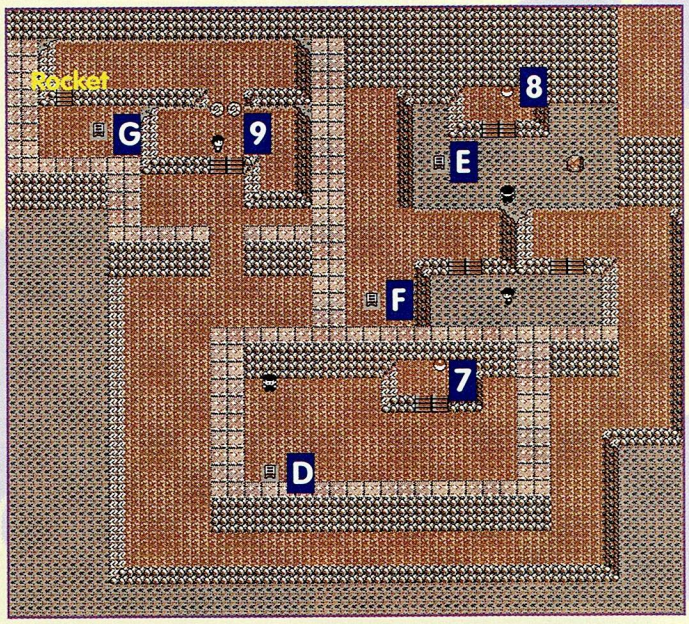
Pokémon

NAME	R	B	Y
Clefairy	X	X	X
Geodude	X	X	X
Paras	X	X	X
Zubat	X	X	X

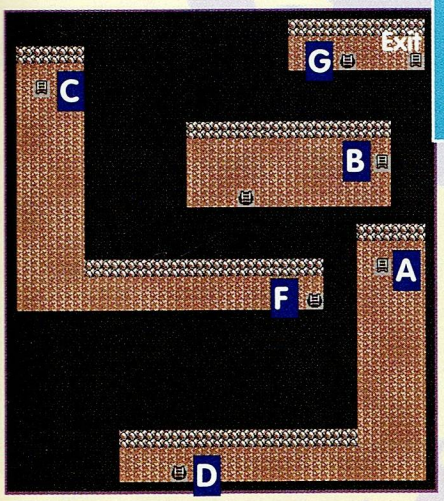
Items

7. HP UP
8. TM01 (Mega Punch)
9. **Dome Fossil** or **Helix Fossil**

Mt. Moon B2F



Mt. Moon B1F



Trainer Talk

Much like Route 3, the first floor is filled with Youngsters, Bug Catchers, and Lasses. Their assortment of Pokémon has grown somewhat: they're now at LV10 and LV11. Look out for a LV14 Clefairy, an Oddish and Bellsprout duo, and a pet Magnemite and Voltorb. Expect to battle seven of them before you've cleared the floor. And, as on Route 3, save your Potions and make good use of the Pokémon Center right outside.

Team Rocket members fill Floor B2. These bullies are known for their evil crimes and the way they mistreat Pokémon. The Rockets in Mt. Moon fight with a variety of Normal, Ground, and even Poison Pokémon.

Decisions, Decisions!

At the end of Floor B2, a Super Nerd guards his two rare fossils. If you defeat him, he'll let you choose one. The **Dome Fossil** represents the lost DNA of Kabuto; the **Helix Fossil** carries Omanyte DNA. Regardless of which you choose, put it in a safe place and don't lose it!

Team Rocket Battle Number 1

Oh, no! Here comes trouble!

In Yellow, before you can exit the dungeon, you come under attack by none other than Team Rocket. Jesse and James challenge you with their usual team of Meowth, Koffing, and Ekans. For this first battle, all three are at LV13. Use Psychic and/or Fighting attacks to bring Team Rocket to its knees!

Route 4

Once you leave Mt. Moon and enter the patch of long grass to the east, you'll find you can't return to Mt. Moon or the cities before it. Don't worry: you want to go on to Cerulean City. You'll find no Trainers there, but you can pick up TM04 (Whirlwind) on the second set of plateaus.

Pokémon

NAME	R	B	Y
Rattata	X	X	X
Spearow	X	X	X
Ekans	X	—	—
Sandshrew	—	X	X
Mankey	—	—	X

Item: TM04 (Whirlwind)

Cerulean City

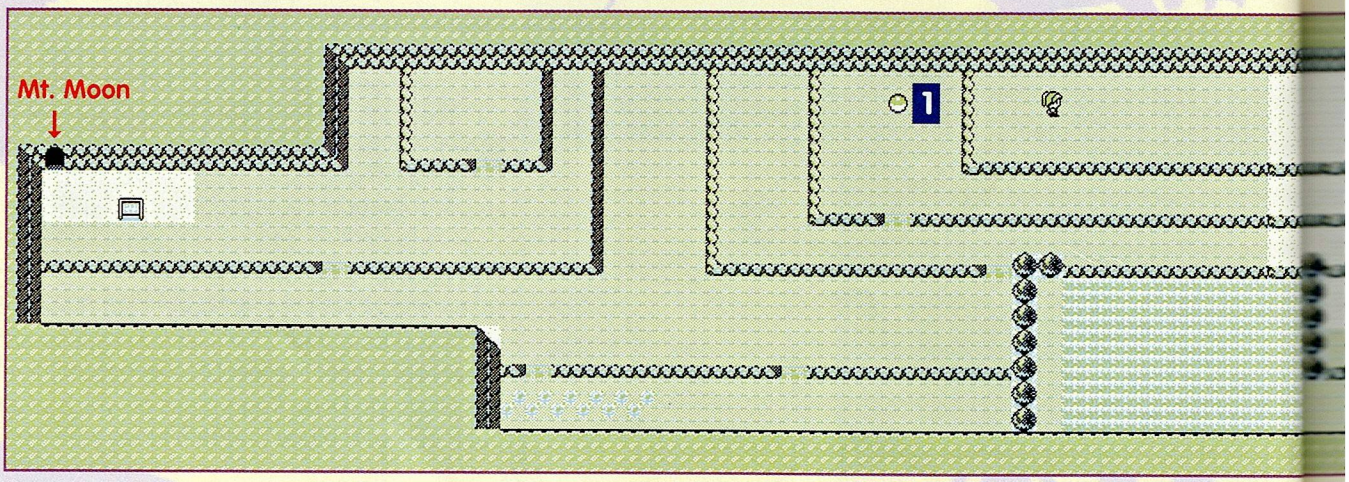
Defeat Misty at the Cerulean City Gym. Then stroll across Nugget Bridge to visit that Pokémaniac, Bill, everyone's raving about. If you can help him out, he'll reward you handsomely. Once you've done that, your path out of the city will be clear—sort of.

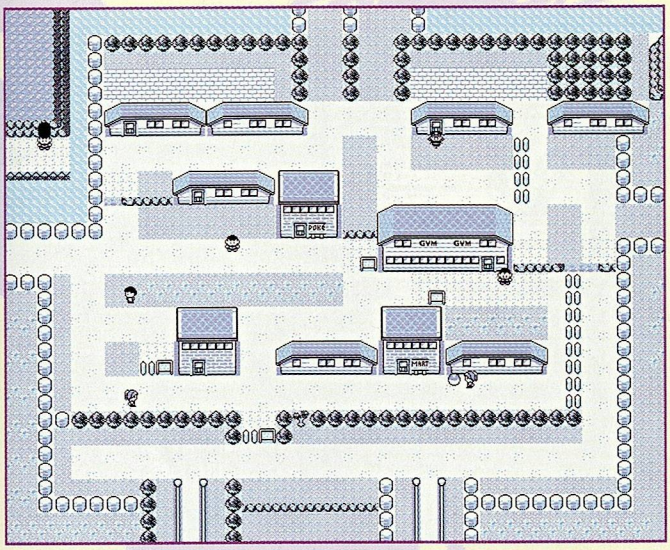
Pokémon

NAME	R	B	Y
Goldeen	X	X	X
Psyduck	X	X	—
Krabby	X	X	—
Seaking	—	—	X

Poké Mart

ITEM	PRICE
Pokéball	200
Potion	200
Repel	350
Antidote	100
Burn Heal	250
Awakening	200
Paralyz Heal	200





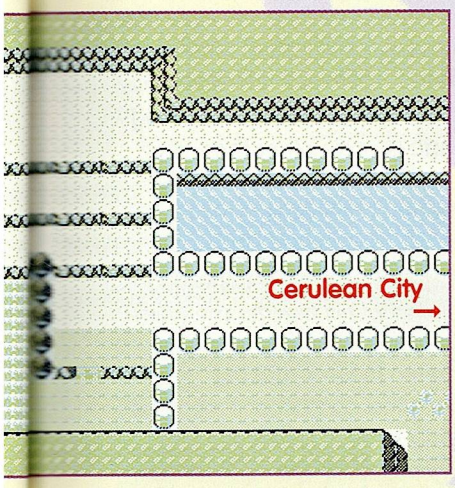
1. Trader Alert!

In *Pokémon Red* and *Blue*, a guy here wants to make a trade. If you like, you may exchange a common Poliwhirl for a rare Jynx!

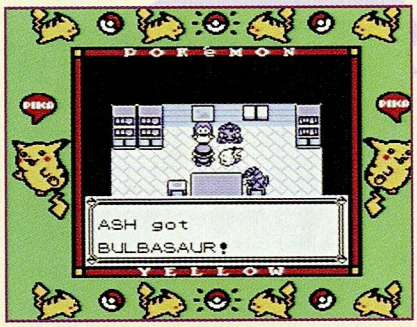
2. What an Expensive Bike!

Get a **Bike Voucher** in Vermilion; then exchange it for a **Bike**!

A kid like you can't afford 1,000,000 P for a bicycle! But I hear you can get a free one with a **Bike Voucher**.



3. Adopt-A-Pokémon



It's just one of the rewards for choosing *Pokémon Yellow*.

In *Pokémon Yellow*, you can get a Bulbasaur from the Trainer who lives next to the Poké Center. Visit her after you get the **Cascade Badge** from Misty and she'll ask you to take care of her Pokémon.

4. Cerulean City Gym

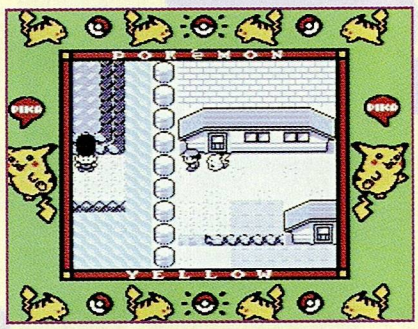
If you didn't know Misty and her friends were totally into Water Pokémon, you'd think this Gym was flooded. You can avoid the Junior Trainer swimming in the water! The moment that swimmer sees you, he'll rush right over to where you stand! But if you walk around to the far left side of the dock, you can avoid this trainer.

5. What's a Rocket Doing Here?

Confront the Rocket and he'll hand over the goods!

Team Rocket is up to its old tricks! This time, they're raiding houses and stealing TMs. The owner of this house is distraught about losing his new Dig TM. Now he must *teach* his Diglett the trick. Maybe the guy behind the house knows something about it.

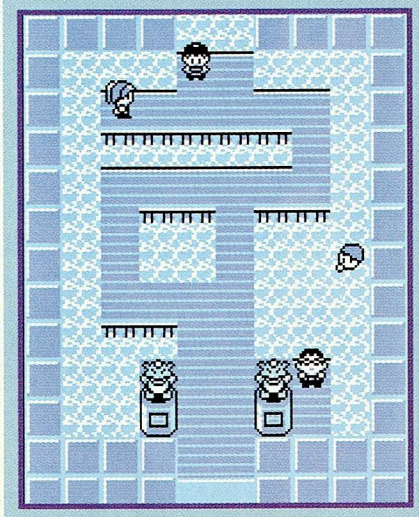
6. The Unknown Dungeon



What will it take to make the guard move?

You're dying to know how to get in, aren't you? You'll have to wait until you get HM03. Then go to the other side of Nugget Bridge and surf around to the entrance. The catch? You must be a member of the Pokémon League before you can enter, and that means you must beat the Elite Four at Indigo Plateau first!

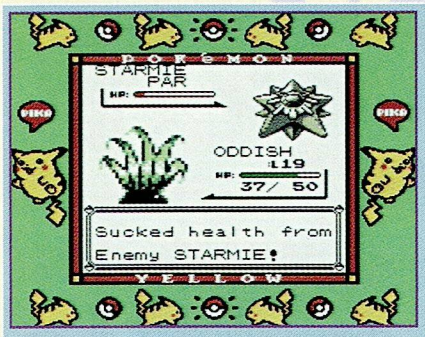
Gym Leader Lowdown Number 2: Misty of the Cerulean City Gym



Misty

Before you face Misty, go out and clear the Trainers on routes 24 and 25. Then capture a Grass Pokémon from the grass patches on those roads. You can get an Oddish (LV12 or LV14) or a Bellsprout (LV12 or LV14). Level it up a bit before going to the Cerulean City Gym.

In the animated series, Pikachu fared well against the Water Pokémon—until it faced the power of Starmie's Bubble Beam. The same thing can happen here if you depend on Pikachu alone to defeat Misty's best Pokémon. Electric attacks work well against Water Pokémon, but Electric Pokémon still have a hard time defending against large, powerful blasts of water! Instead, acquire a Grass Pokémon on routes 24 and 25 before you face Misty. Their attacks work especially well against the Gym's preferred Pokémon.



Oddish's Absorb skill is a favorite, because it replaces your character's HP with HP you steal from the enemy!

Defeating Misty earns you the Cascade Badge, which makes all Pokémon up to LV30 obey you without fail. This will come as a big relief to those with traded Pokémon below LV 30 that misbehave. The Cascade Badge also makes it possible for you to use the **Cut** skill (HM01) out in the field.

You also earn TM11, which teaches any Water Pokémon the Bubble Beam skill. If you have a Squirtle in your party, this skill makes a great addition to its repertoire.

Misty's Pokémon Lineup (Y)

Staryu LV18
Skills: **Tackle**, **Water Gun**

Starmie LV21
Skills: **Bubble Beam**, **Harden**, **Tackle**, **Water Gun**

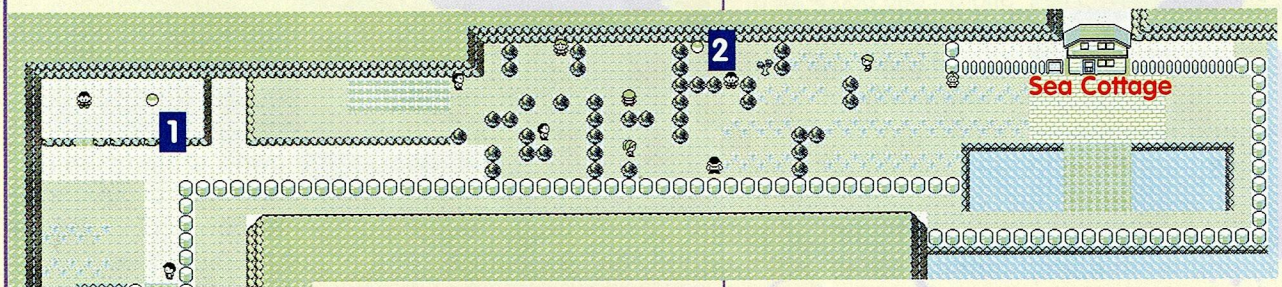
Misty's Pokémon Lineup (RB)

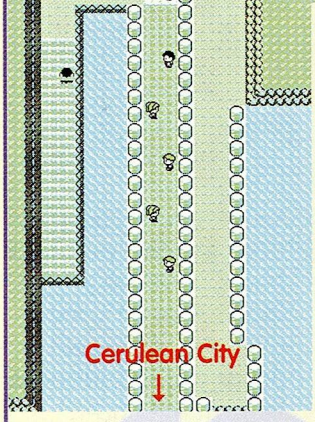
Staryu LV18
Starmie LV21

Pokémon

NAME	R	B	Y
Krabby	X	X	X
Kingler	—	—	X
Goldeen	X	X	X
Seaking	—	—	X
Psyduck	X	X	—

Items
1. TM45 (Thunder Wave)
2. TM19 (Seismic Toss)





Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Weedle	X	X	—
Kakuna	X	X	—
Caterpie	X	X	—
Metapod	X	X	—
Abra	X	X	—
Oddish	X	—	X
Bellsprout	—	X	X
Venonat	—	—	X

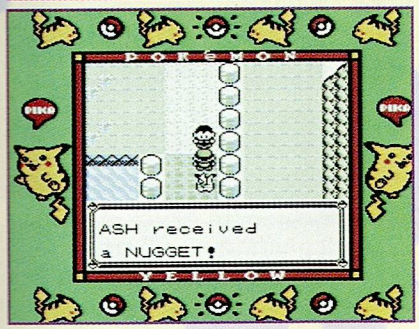
Routes 24 and 25

To reach Bill's house, you must defeat the Trainers blocking your path. The first to come along is none other than your Rival. He's up to four Pokémon LV15 to LV18. Hope you've been keeping up with him!

Nugget Bridge

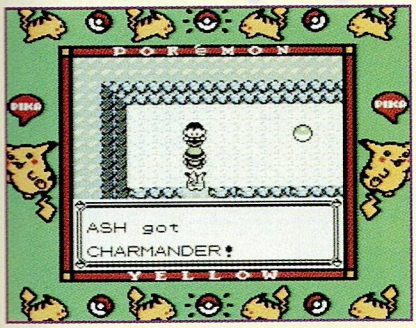
After you defeat your Rival, a Team Rocket member challenges you to a duel. You must defeat all five of his friends. The hardest of these five Trainers is the final one, who attacks with a LV18 Mankey. Because you can return to town and the Pokémon Center at any time during this challenge, it might be a good idea to face this Trainer fully healed. Defeat the final Trainer and he'll give you a **Nugget** as a reward. But this won't be the final Trainer you face here. The Rocket on the other end of the bridge isn't happy that you won, and will try to compel you to join his team—with force!

Your Rival meets you at the start of the bridge.



Your reward is hard-won.

Charm! Charm!



A fire-breathing Pokémon could come in handy later.

At the end of Route 24, you'll meet a Trainer with a Pokémon to give away. If you want a Charmander, say "Yes!" when you get the chance!

The Practice Area

After you complete the Nugget Bridge challenge, you'll face another group of Trainers. The Hikers in this group rely mostly on Ground and Rock Pokémon, such as Geodude, Machop, and Onix. Be prepared and hit them with a Pokémon that has the Bubble Beam skill you won from Misty. A Pokémon equipped with the Mega Punch skill from Mt. Moon can also prevail against these tough creatures.

Bill's House

Will you help Bill with his retransformation?

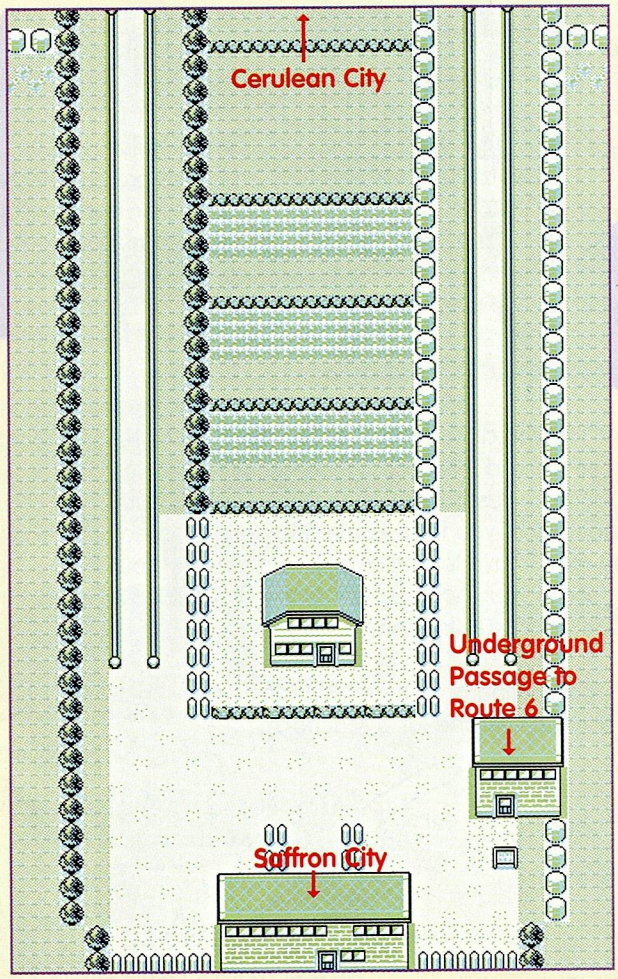
Bill really *is* a Pokémaniac! He's turned himself into one. Help him change back by starting the transformer machine in his house. Once he's back to his regular self, he'll give you a ticket to the Trainer's Party aboard the SS *Anne*. Remember to visit him again to check out his files on rare Pokémon. He has some interesting information about Eevee.

Route 5

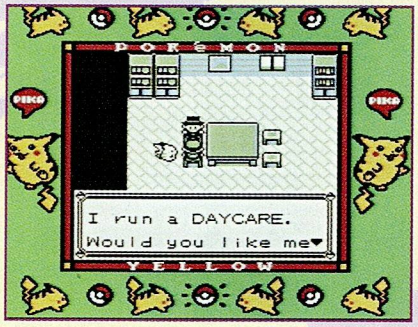
After you leave Cerulean City through the burgled house, you'll find you can reenter by jumping the wall next to the Pokémon Center, or using HM01 (**Cut**) or HM02 (**Fly**). It's not a big deal: you're pretty close to your next destination, Vermilion City. Head south to the end of the road. There you'll find a gatehouse and a small building.

Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Oddish	X	—	—
Mankey	X	—	—
Bellsprout	—	X	—
Meowth	—	X	—
Abra	—	—	X
Jigglypuff	—	—	X
Rattata	—	—	X



Day Care for Pokémon



Need a Pokémon-sitter?

Journey down the field between the two roads to enter the Day Care Center. There you can leave a Pokémon in the care of an expert babysitter. For a small fee, this kind soul will raise your Pokémon for you. Just don't forget to pick it up again!

Thirsty Guards

Where can you get something to drink around here?

One city is closer than you realize, but the roads are under construction and the gatehouse guards are *thirsty*. They might let you pass if you can find them some water, **Soda Pop**, or **Lemonade**.

Underground Passage

Don't let the closed roads scare you. There are other ways to get around this area. In the house to the right of the gatehouse lies the entrance to an Underground Path. This tunnel takes you from Route 5 to Route 6 in no time—and you won't have to battle any creatures on the way!

Also, you should speak to the woman inside about trading some Pokémon.

RB: Trade Nidoran ♂ for a Nidoran ♀.
Y: Trade a Cubone for a Machoke.

Route 6

Now that you've made it through the Underground Path, you need only walk south to Vermilion City. As you go, check the tall grass for rare and unique species of Pokémon.

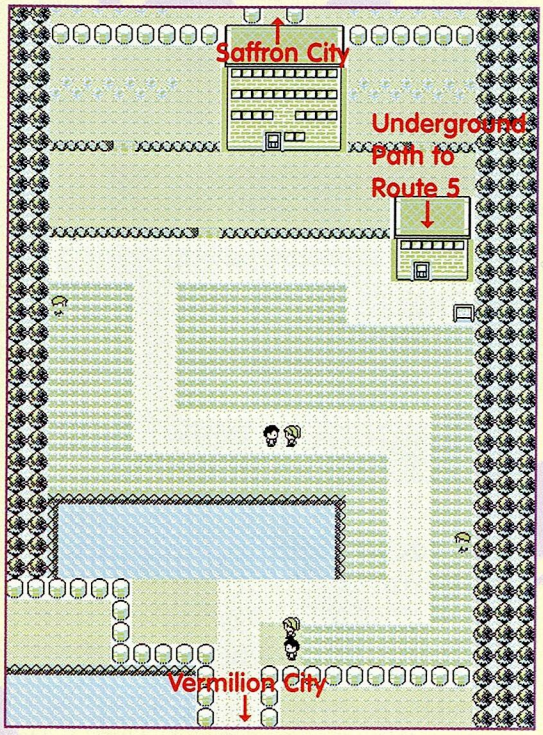
Pokémon

NAME	R	B	Y
Shellder	X	X	—
Krabby	X	X	—
Goldeen	—	—	X

Pokémon

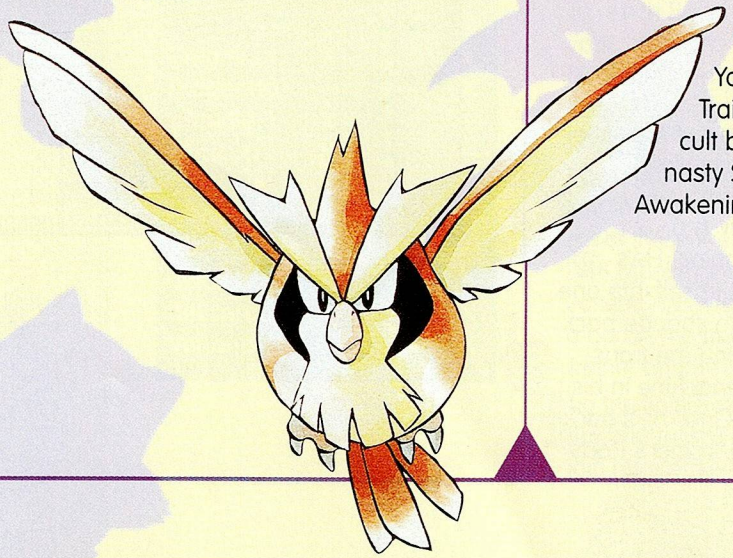
NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Oddish	X	—	—
Mankey	X	—	X
Bellsprout	—	X	—
Meowth	—	X	—
Abra	—	—	X
Jigglypuff	—	—	X
Psyduck*	—	—	X
Golduck*	—	—	X
Rattata	—	—	X

* Go surfing to meet these.



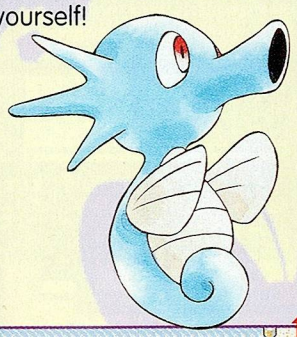
Trainer Talk

You'll encounter both Bug Catchers and Junior Trainers in this grassy meadow. The most difficult battle will be against a LV20 Butterfree with nasty Sleep spells. Be sure to stock up on Awakening before you come here.



Vermilion City

Welcome to the seaside city of Vermilion. Here Pokémon and Pokémaniacs are celebrated by all. Visit the Pokémon Fan Club and see for yourself!

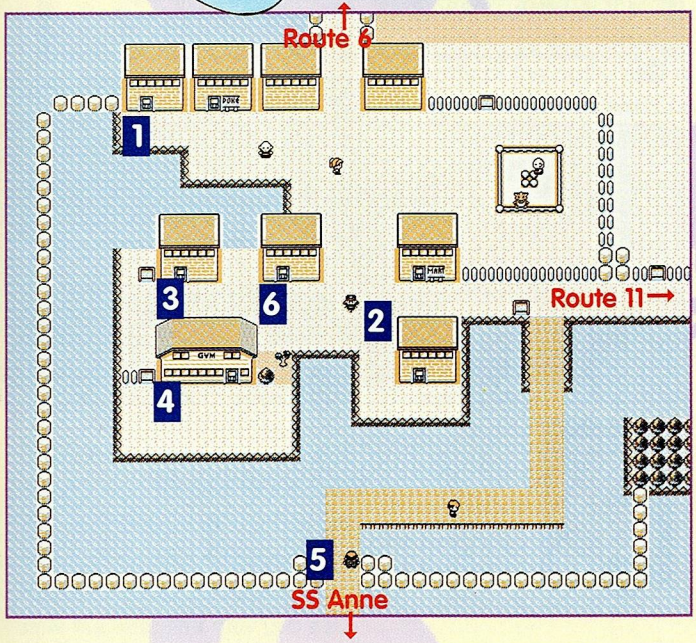


Pokémon

NAME	R	B	Y
Shellder	X	X	—
Krabby	X	X	—
Horsea	—	—	X
Tentacool	—	—	X

Poké Mart

ITEM	PRICE
Pokéball	200P
Super Potion	700P
Ice Heal	250P
Awakening	200P
Paralyz Heal	200P
Repel	350P



1. Hand-Me-Down Fishing Poles

Time to go fishing!

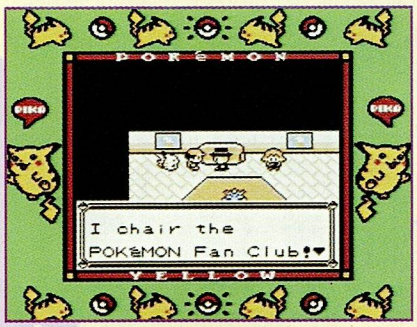
The Fishing Guru of Vermilion City is willing to give you his old fishing rod. So what if it doesn't work very well? You can still catch plenty of Magikarp with it. Besides, this guy's two brothers are handing out poles, as well!

2. Officer Jenny and the Squirtle

You have to have the **Thunder Badge** before Officer Jenny will give you the Squirtle.

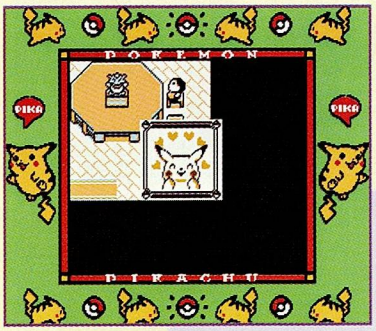
Officer Jenny stands in the middle of town looking for someone to take over the care and feeding of a Squirtle. Before she considers you worthy, you must defeat Lt. Surge and win the **Thunder Badge**.

3. Pokémon Fans Unite!



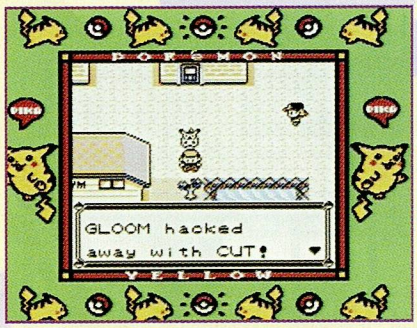
Listen to the president talk about his Pokémon and you'll get a reward.

The president of the Pokémon Fan Club loves to talk about his rare Pokémon. His favorite is the Rapidash. Listen to him and he'll give you his **Bike Voucher**, good for a bike over at the Cerulean City Bicycle Shop.



If you're playing *Pokémon Yellow*, be sure to speak to Pikachu when you enter. It's fallen in love with a Clefairy!

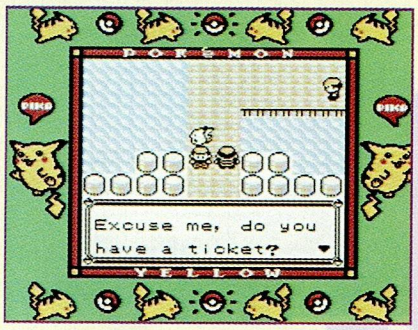
4. An Electric Gym



Use the **Cut** ability to enter the Gym.

Before you can enter the Vermilion City Gym, you must have the **Cut** ability (HM01) from the Captain of the SS *Anne*. Then you must figure out the code to unlock the door to Lt. Surge's room. Defeat the Junior Trainers and make them talk!

5. A Party on the SS *Anne*



Before you can board the SS *Anne*, you must have a ticket.

Before you can do much of anything in this city—such as taking on a Trainer—you must visit the Captain of the SS *Anne*. This party ship is docked to the right of Vermilion City.

6. Trader Alert!

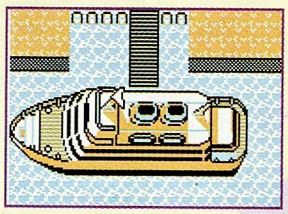
This one's easy! In *Pokémon Red* and *Blue*, this trader is willing to give up his rare Farfetch'd for a very common Spearow. Surely you have one of those in your collection!

SS Anne

This cruise ship is filled with Trainers awaiting a challenge. As you wander the decks, you may talk with passengers resting in their staterooms. Some will want to fight you; others just dispense good advice.

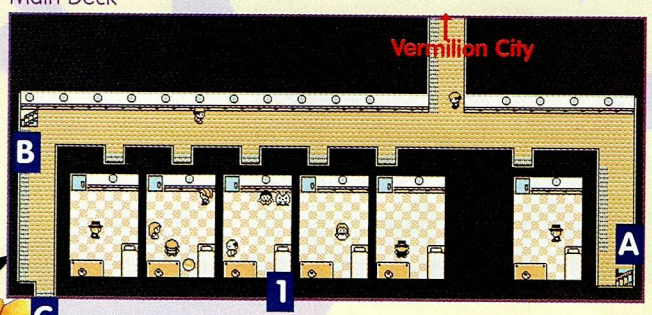
Items

1. TM08 (**Body Slam**)
2. **Great Ball**
3. TM44 (**Rest**)
4. **Max Ether**
5. **Max Potion**
6. **Ether**
7. **Rare Candy**

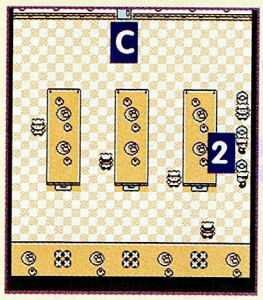


SS *Anne*

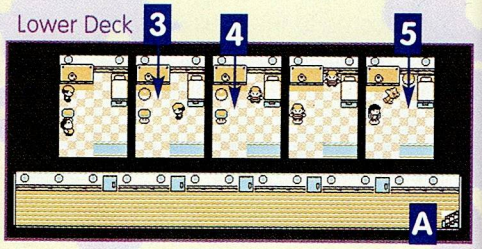
Main Deck



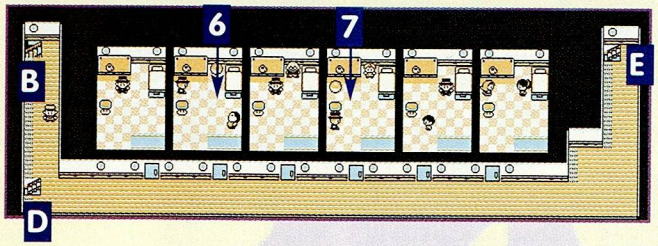
Mess Hall



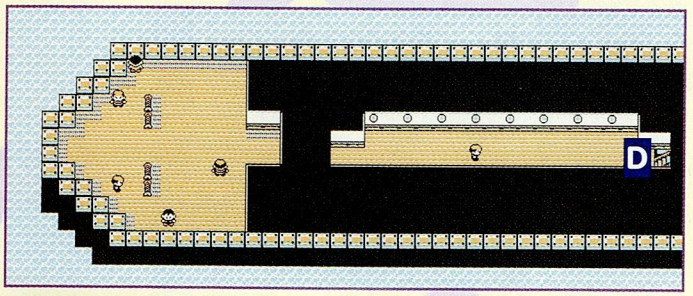
Lower Deck



Upper Deck



Bow

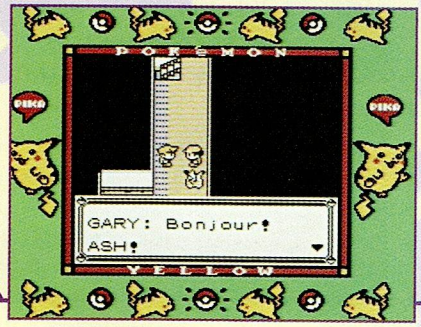


Captain's Room

Trainer Talk

The gang of Trainers on the SS *Anne* are a motley bunch ranging from distinguished Gentlemen and Lasses to coarse Fishermen and Sailors. Their Pokémon are also a mixed bag, but you can count on one thing: when you battle a Fisherman or Sailor, you will see a lot of Water Pokémon. All of them fall within the LV 17 to LV 23 range of experience levels.

What's a Party Without Good Friends?



Well, we wouldn't exactly call your Rival a good friend, but he's here on the SS *Anne*. Use this battle to check your own progress. If you beat

Oh no, not again!

him easily, then you're doing a great job! His four Pokémon are now between levels 17 and 20.

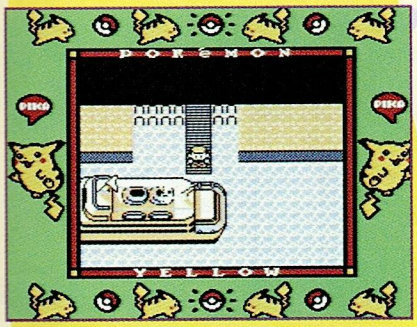
Do You Have Anything for Seasickness?

If you help the Captain out, he'll share his **Cut** skills.

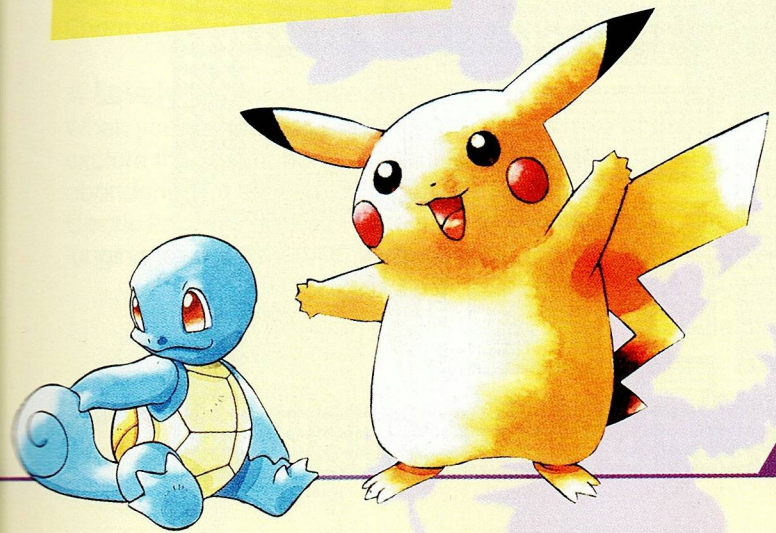
The Captain is suffering from a dangerous bout of seasickness. When you help him out, he'll give you your first Hidden Machine. This one teaches the valuable **Cut** skill, which allows you to cut down the small trees blocking parts of the path. With or without this skill, you can get into the Viridian City Gym and back into Cerulean City.

Wave good-bye to the SS *Anne*.

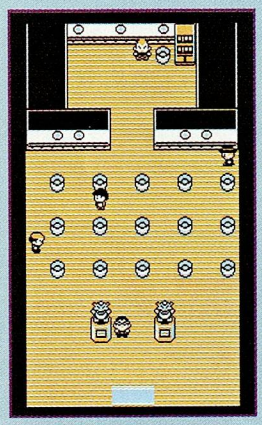
Note



Once the Captain has regained his sea legs, it's time to set sail. If you plan to fight all the Trainers and pick up all the loot, save your trip to the Captain's chambers until the end. This way you can fight, and then run out to the Pokémon Center for healing as often as you'd like.



Gym Leader Lowdown Number 3: Lt. Surge of the Vermilion City Gym



Lt. Surge

The **Cut** HM gets you only partway to Lt. Surge's lair. Before you can challenge him, you also must undo an electrical lock. After you defeat them, the Trainers will tell you the electrical lock's secret. Look in the garbage bins. When you find the first lock, the second will be in a neighboring can.

Search the trash cans next to this one for the second lock.

Lt. Surge leads an order of Pokémon Trainers dedicated to Electric Pokémon. Only Ground Pokémon have a special affinity for defeating Electric Pokémon. If you picked one up during your travels, you may want to equip it with the **Dig** skill you picked up before you left Cerulean City.

The best Pokémon to take into this battle is a Diglett/Dugtrio. You need Pokémon that can deliver strong attacks against an Electric Pokémon and still withstand the force of the Raichu's Mega Kick and Mega Punch attacks. Pikachu alone, no matter how strong, will have a rough time trying to hold off this enemy Pokémon.

When you defeat Lt. Surge, you'll receive the Thunder Badge, which allows you to use the hidden **Fly** skill in and out of battle. It also increases the speed of all your Pokémon. In addition to the Badge, Lt. Surge will give you his TM24. This teaches the **Thunderbolt** skill and is a handy addition to any Electric Pokémon.

Lt. Surge's Pokémon Lineup (Y):

Raichu L28
Skills: **Growl**, **Mega Kick**, **Mega Punch**, **Thunder Bolt**

Lt. Surge's Pokémon Lineup (RB):

Voltorb LV21
Pikachu LV18
Raichu LV24

Route 11

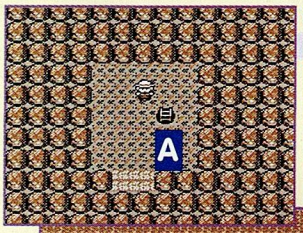
Tackle this route after you've finished your business in Vermilion City and on the SS *Anne*. Unfortunately, you can't continue to Route 12: a comatose Snorlax blocks the road. If only you could wake it up. Do climb to the top of the gatehouse, however, and meet with Professor Oak's Aide. You can count on him to have a great item for you if you meet his high standards!

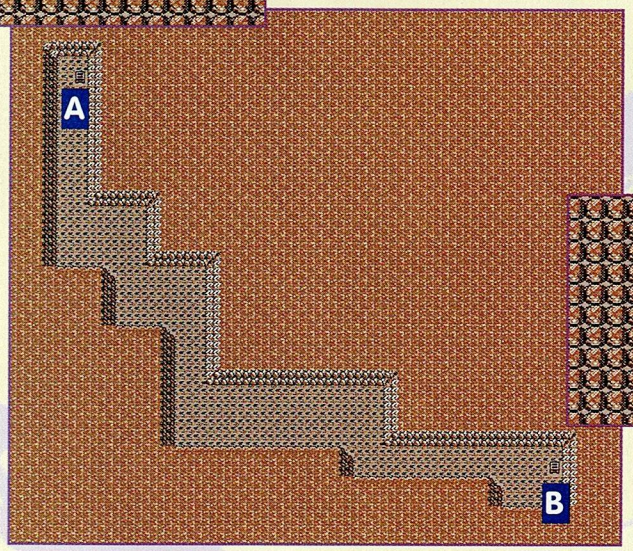
Pokémon

NAME	R	B	Y
Drowzee	X	X	X
Spearow	X	X	—
Ekans	X	—	—
Sandshrew	—	X	—
Pidgey	—	—	X
Pidgeotto	—	—	X
Rattata	—	—	X
Raticate	—	—	X

Pokémon

NAME	R	B	Y
Shellder	X	X	—
Krabby	X	X	—
Horsea	—	—	X
Tentacool	—	—	X





Trainer Talk

The 10 Trainers on this field include Youngsters, Gamblers, and Engineers. Of these, the Engineers are the most predictable, with Electric Pokémon. The weakest Pokémon you'll fight here is LV18, the highest LV21.

Itemfinder

When you've collected 30 Pokémon, Professor Oak's Aide rewards you with something called an Itemfinder. Use this tool to locate hidden items. If the Itemfinder locates an item, you'll find it somewhere on that screen. Use it in the Underground Paths and blocked-off areas that appear to have nothing in them.

There's Trading To Be Done

Inside the Checkpoint, talk to one of the Trainers; he'll ask if you want to trade some Pokémon.

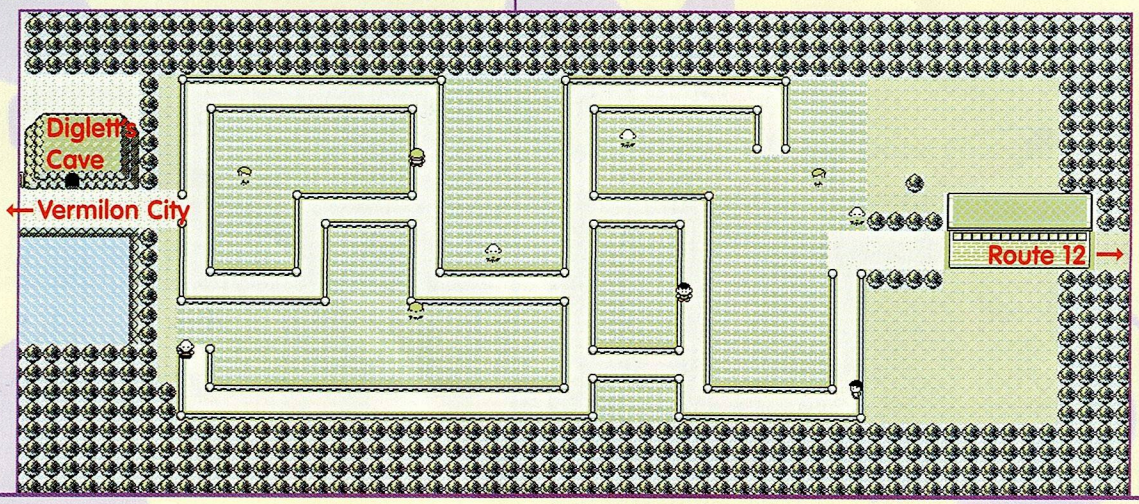
RB: Trade Nidorino for Nidorina.
Y: Trade Lickitung for Dugtrio.

Diglett's Cave

With the Snorlax blocking the road, you'll have no choice but to pass through Diglett's Cave to the other side of the island. This long, twisting tunnel, home to many Diglett and the rare Dugtrio, is a famous shortcut between Vermilion City and Route 2 near Pewter City.

Pokémon

NAME	R	B	Y
Diglett	X	X	X
Dugtrio	X	X	X

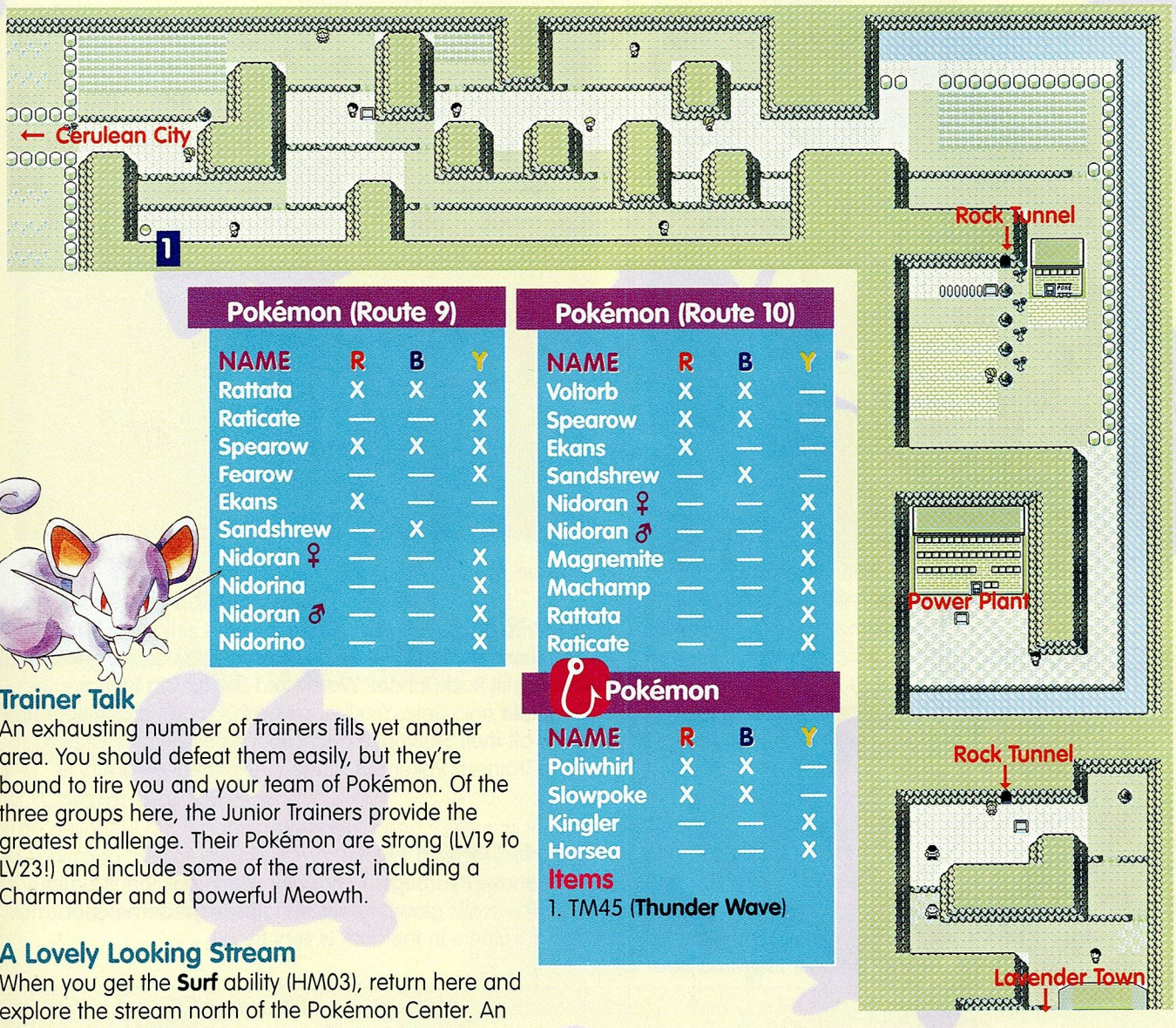


Backtracking on Route 2!

While you're back on Route 2, be sure to pick up the goodies at the south end of the path and the **Flash** HM from Professor Oak's Aide. You'll need the **Cut** skill to reach these, so wait until you've cleared the SS *Anne*!

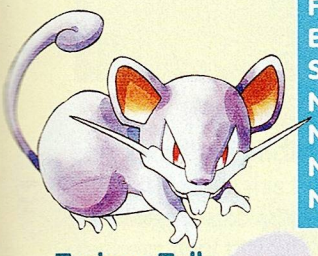
Routes 9 and 10

Now that you have the **Cut** ability, you can take this route to Rock Tunnel and Lavender Town. The Trainers here are at about the same level as those on the SS *Anne* and Route 11, so you should have no problem. If you find your Pokémon running out of steam, however, a Pokémon Center lies outside the Rock Tunnel entrance.



Pokémon (Route 9)

NAME	R	B	Y
Rattata	X	X	X
Raticate	—	—	X
Spearow	X	X	X
Fearow	—	—	X
Ekans	X	—	—
Sandshrew	—	X	—
Nidoran ♀	—	—	X
Nidorina	—	—	X
Nidoran ♂	—	—	X
Nidorino	—	—	X



Pokémon (Route 10)

NAME	R	B	Y
Voltorb	X	X	—
Spearow	X	X	—
Ekans	X	—	—
Sandshrew	—	X	—
Nidoran ♀	—	—	X
Nidoran ♂	—	—	X
Magnemite	—	—	X
Machamp	—	—	X
Rattata	—	—	X
Raticate	—	—	X

Pokémon

NAME	R	B	Y
Poliwhirl	X	X	—
Slowpoke	X	X	—
Kingler	—	—	X
Horsea	—	—	X

Items

1. TM45 (**Thunder Wave**)

Trainer Talk

An exhausting number of Trainers fills yet another area. You should defeat them easily, but they're bound to tire you and your team of Pokémon. Of the three groups here, the Junior Trainers provide the greatest challenge. Their Pokémon are strong (LV19 to LV23!) and include some of the rarest, including a Charmander and a powerful Meowth.

A Lovely Looking Stream

When you get the **Surf** ability (HM03), return here and explore the stream north of the Pokémon Center. An abandoned Power Plant inhabited by numerous Electric Pokémon lies downstream. If you've been longing for a Magnemite, try this place.

Rock Tunnel

Make good use of the Pokémon Center west of the tunnel opening. You have no idea what lies inside and the trek to the other side is long and treacherous.

Route 10

Just when you thought is was safe to leave Rock Tunnel,

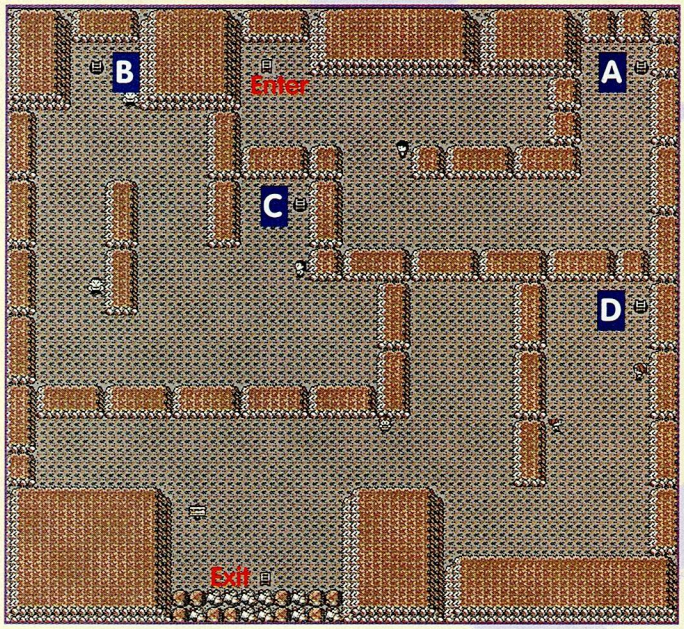
four Trainers ambush you. If you're hurting, take the path to the right and heal yourself in Lavender Town before taking on the rest of them.

Pokémon

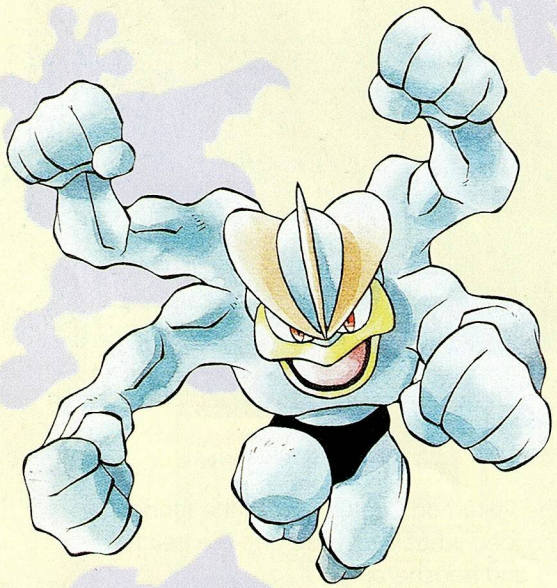
NAME	R	B	Y
Zubat	X	X	X
Geodude	X	X	X
Machop	X	X	X
Onix	X	X	—

Rock Tunnel

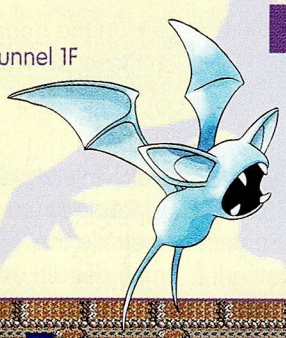
Rock Tunnel is a horrible place to visit if you don't have a lantern. Hopefully, you've acquired HM05 and the **Flash** skill.



Use it to illuminate the dark cavern so you can find your way.

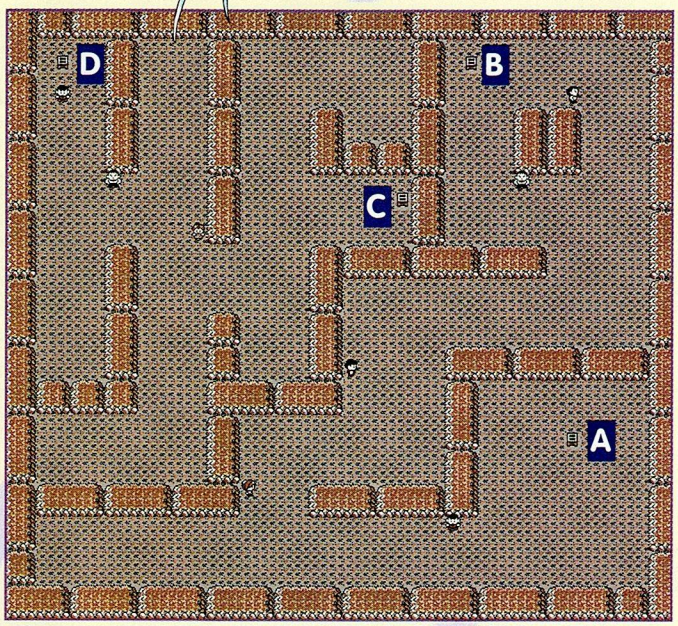


Rock Tunnel 1F



Pokémon

NAME	R	B	Y
Zubat	X	X	X
Geodude	X	X	X
Machop	X	X	X
Onix	X	X	X



Rock Tunnel B1

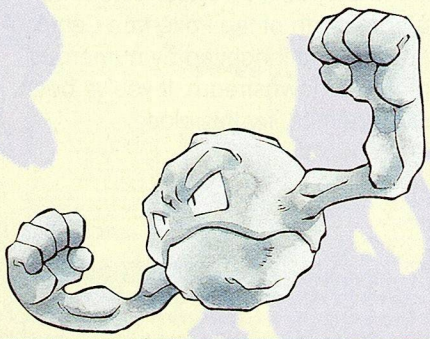
Trainer Talk

As you'd expect, Rock Pokémon (and Trainers carrying Rock Pokémon) fill Rock Tunnel. Watch for Hikers, with their armies of Geodude and Onix. You'll also find Pokémaniacs desperate to show off their Slowpoke and Cubone collections.

The Trainers' Pokémon range in experience from LV19 to LV25.

It Sure Is Dark in Here!

You can make it through without the **Flash** skill, but it's a lot harder. The walls glow slightly, and this helps somewhat. Dodging Trainers in the dark is very tricky!

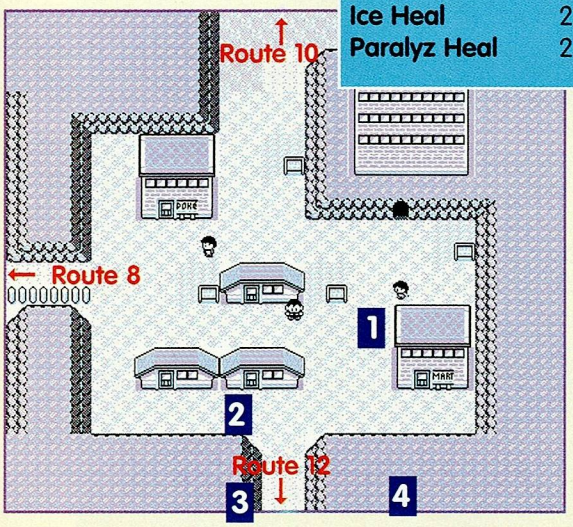


Lavender Town

This tiny town south of Rock Tunnel is home to the Pokémon Tower, a place where dead Pokémon are laid to rest. Right now the town is buzzing about recent hauntings there. Maybe you can help.

Poké Mart

Item	Price
Great Ball	600P
Super Potion	700P
Revive	1500P
Escape Rope	550P
Super Repel	500P
Antidote	100P
Burn Heal	250P
Ice Heal	250P
Paralyz Heal	200P



1. A Gastly Building

The first floor of this tower is perhaps the safest. Team Rocket has been abusing Pokémon (especially Cubone!) and this has disrupted the spirits. You can try to climb to the top, but without a **Silph Scope** you won't be able to determine the cause of all this mayhem.

2. Community Service

The delightful Mr. Fuji runs the Abandoned Pokémon House as a service to the community. Unfortunately, he's being held at the top of the Pokémon Tower. If you help him, perhaps he'll surrender his most prized possession to you.

3. Home of the Name Rater

Visit the Name Rater when you want to change a Pokémon's name.

If you must change the name of one of your Pokémon, visit this place. The Name Rater is more than happy to remedy your naming woes (except for traded Pokémon).

4. Any New Stuff to Buy?

The Lavender City Poké Mart is the first place you'll find Revive. Having this is your inventory will help you out, should one of your Pokémon faint in battle.

Route 8

This is the second path blocked by road construction. Fortunately, you can follow another Underground Path under Saffron City to Route 7. The giant department store in nearby Celadon City is worth checking out!

Trainer Talk

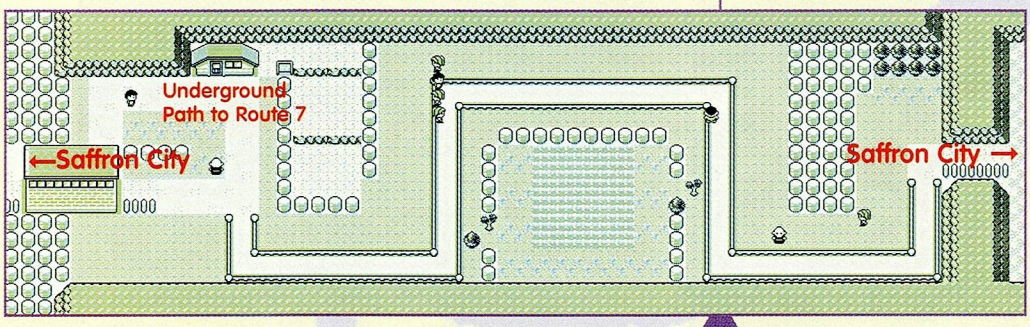
The nine Trainers here provide a much needed experience boost before you enter Celadon City, and include Lasses, Super Nerds and Gamblers. Super Nerds employ Poison and Electric Pokémon in battle. You won't see any cute monsters (they leave that to the Lasses), but you will confront a lot of pollutants, such as Koffing and Muk. All the Pokémon here are between LV22 and LV26.

Underground Path (E–W)

The house north of the gate-house to Saffron City serves as the entrance to the east–west Underground Path. Like the one between Cerulean City and Vermilion City, this path offers battle-free passage beneath Saffron City to the road on the other side.

Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Growlithe	X	—	—
Ekans	X	—	—
Mankey	X	—	—
Meowth	—	X	—
Sandshrew	—	X	—
Vulpix	—	X	—
Abra	—	—	X
Kadabra	—	—	X
Jigglypuff	—	—	X
Rattata	—	—	X

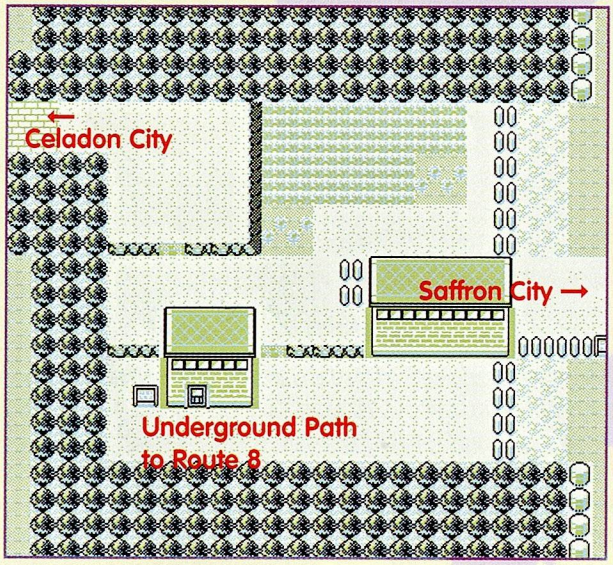


Route 7

This plot of land is home to a variety of rare and unique Pokémon. Take the road northwest to reach Celadon City.

Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Oddish	X	—	—
Mankey	X	—	—
Growlithe	X	—	—
Bellsprout	—	X	—
Meowth	—	X	—
Vulpix	—	X	—
Abra	—	—	X
Jigglypuff	—	—	X
Rattata	—	—	X

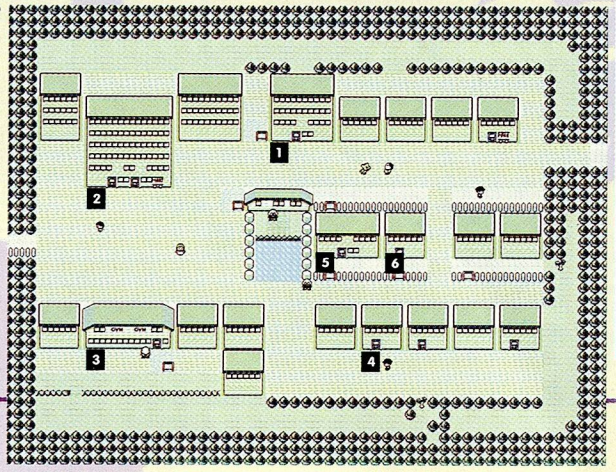


Celadon City

The city of Celadon is known for its large department store and Game Corner. Game Corner is actually run by Team Rocket; their hideout lies nearby somewhere. Why not mix business with pleasure and pay them a visit?

Pokémon

NAME	R	B	Y
Poliwhirl	X	X	—
Slowpoke	X	X	—
Goldeen	—	—	X



Celadon Department Store: Second Floor

ITEM	PRICE
Great Ball	600
Super Potion	700
Revive	1500
Super Repel	500
Antidote	100
Burn Heal	250
Ice Heal	250
Awakening	200
Paralyze Heal	200
TM01 (Mega Punch)	3000
TM02 (Razor Wind)	2000
TM05 (Mega Kick)	3000
TM07 (Horn Drill)	2000
TM09 (Take Down)	3000
TM17 (Submission)	3000
TM32 (Double Team)	1000
TM33 (Reflect)	1000
TM37 (Egg Bomb)	2000

Celadon Department Store: Fourth Floor

ITEM	PRICE
Poké Doll	1000
Fire Stone	2100
Leaf Stone	2100
Thunder Stone	2100
Water Stone	2100

Celadon Department Store: Fifth Floor

ITEM	PRICE
Dire Hit	950
Guard Spec.	700
X Accuracy	650
X Attack	500
X Defend	550
X Speed	350
X Special	350
HP Up	9800
Calcium	9800
Carbos	9800
Iron	9800
Protein	9800

Celadon Department Store: Roof

ITEM	PRICE
Fresh Water	200
Soda Pop	300
Lemonade	350

1. A Rare Opportunity

Don't forget to talk to the game's programmers! When you get all 150 Pokémon, you can return and get a certificate.

Don't miss the secret doorway into Celadon Mansion. At the top of the stairs, you'll find a room with a **Pokéball** inside. It contains a very rare Pokémon indeed—Eevee. For more information about these creatures, visit Bill the Pokémaniac.

2. The Department Store

You'll find tons of treasure at the Celadon Department Store, where you can buy many items unavailable anywhere else.

Note

The roof is the place to be in the Celadon Department Store. Give the girl a drink from the vending machines and she'll give you a TM.

Fresh Water = TM13 (**Ice Beam**)
Soda Pop = TM48 (**Rock Slide**)
Lemonade = TM49 (**Tri Attack**)

Remember to purchase a drink for the thirsty guards. Clearing the blockades between Saffron City and the rest of the world will make travel far easier.

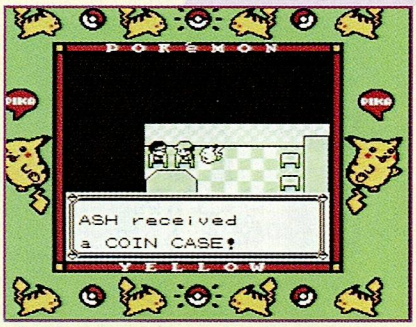
Trade a drink for a TM.

It takes only one drink to quench the guards' thirst.

3. The Gym

You must **Cut** through a small tree to reach Erika's grassy Gym, and then through more saplings to reach Erika once you're inside. It's worth all the effort.

4. Care for a Drink?



You need the **Coin Case** to play the slots!

Inside the restaurant, and in many Celadon City houses, you'll see the effect the Game Corner is having on the citizens. One guy is ready to give up even his **Coin Case**.

5. A Time for Slots

Line up three and you'll win some coins.

People seem glued to their slot machines here. Talk to them and they'll give you coins to go away. You can sit down and play slots for a while or check out the back of the store. What's that Rocket doing there—guarding a *poster?*

Slot Machine Prizes
3 Cherries = 8 coins
3 Arbok = 15 coins
3 Koffing = 15 coins
3 Meowth = 15 coins
3 Bar = 100 coins
3 Sevens = 300 coins

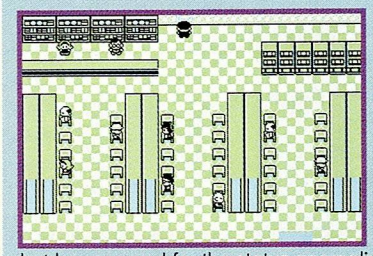
6. The Exchange Center

When you win money at the Game Corner, you can come here to spend it! You'll find lots of cool stuff to buy that you won't find anywhere else!

Pikachu's Tip

Talk to everyone you meet in the Celadon Department Store. They're giving away TMs there! Also, **Surf** across the little pond in the center of town and talk to the old lady. She'll give you a TM, too!

Gym Leader Lowdown Number 4: Erika of the Celadon City Gym



Erika

The women of the Celadon Gym are into flower power! Don't miss their plant-based Pokémon collection, but be prepared for the status anomalies they cause. Their typical pattern of attack is Poison/Paralysis attack, and then Wrap. (They use mostly Bellsprout and Oddish Pokémon types.) If you can toss a Pokémon that's unaffected by poisoned powder and Stun Spores, you'll catch them in a quandary. A high-level Gloom with the **Cut** spell works well in most preliminary battles.

Erika's Grass Pokémon largely deviate from the Poison–Paralyz–Wrap routine. Of the three, Tangela should provide the least trouble. Weepinbell and Gloom, on the other hand, attack with painful Acid and the long-lasting Petal Dance to combat a broader range of attackers. Plus, Erika uses her own supply of Super Potions to heal her Pokémon. Fire Pokémon seem to fare best here, but you can also try some stealth tactics—a Gloom or Weepinbell endowed with non–plant-related skills.

When you win, Erika gives you the **Rainbow Badge**, which ups your Pokémon's attack strength and makes creatures up to LV50 obey you without fail. She gives you the Mega Drain TM—which steals HP from enemy Pokémon and gives them to you!—as a parting gift.

Erika's Pokémon Lineup (Y)

Tangela LV30
Skills: **Bind, Constrict, Mega Drain, Vine Whip**

Weepinbell LV32
Skills: **Acid, Razor Leaf, Sleep Powder, Stun Spore**

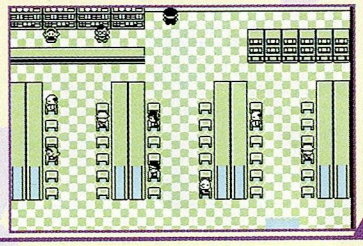
Gloom LV32
Skills: **Acid, Petal Dance, Sleep Powder, Stun Spore**

Erika's Pokémon Lineup (RB)

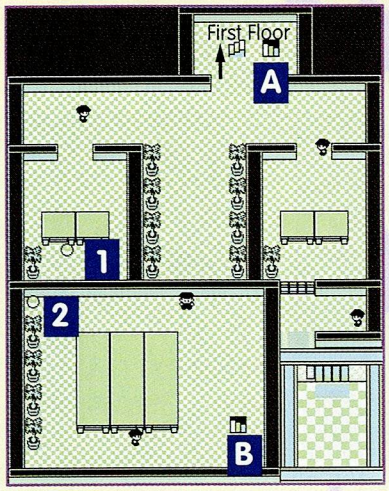
Victreebel	LV29
Tangela	LV24
Vileplume	LV29

The Game Corner and Team Rocket's Hideout

A suspicious Team Rocket member guards what looks like a poster. Talk to him and you'll find him even more suspicious—especially when he attacks you! After he runs away, examine the picture and push the switch you find there.



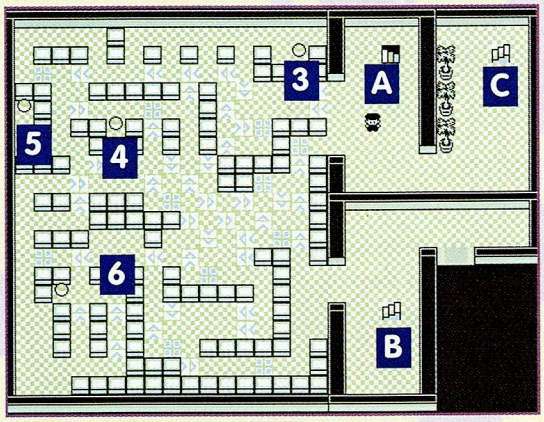
Game Center 1F



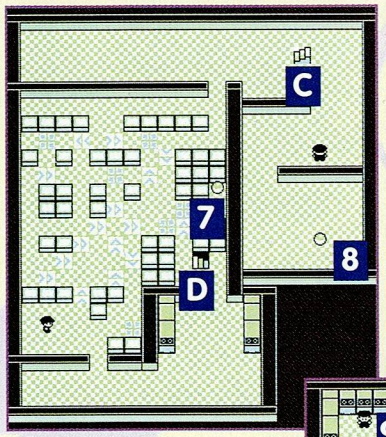
Game Center B1

Items

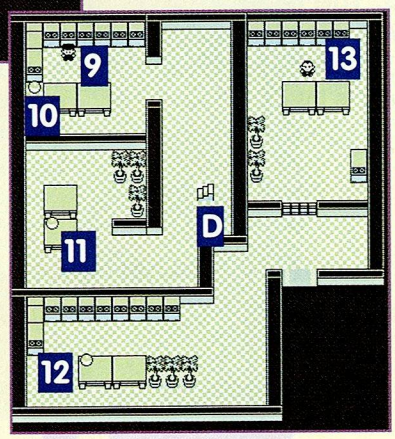
1. **Escape Rope**
2. **Hyper Potion**
3. **Nugget**
4. TM07 (**Horn Drill**)
5. **Moon Stone**
6. **Super Potion**
7. **Rare Candy**
8. TM10 (**Double-Edged**)
9. **Lift Key**
10. TM02 (**Razor Wind**)
11. **HP Up**
12. **Iron**
13. **Silph Scope**



Game Center B2

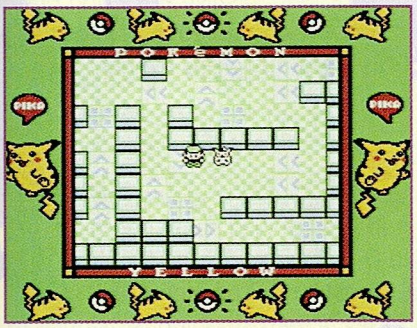


Game Center B3



Game Center B4

Rooms of Propulsion Pads!



These pads spin you across the room until you reach a stop pad.

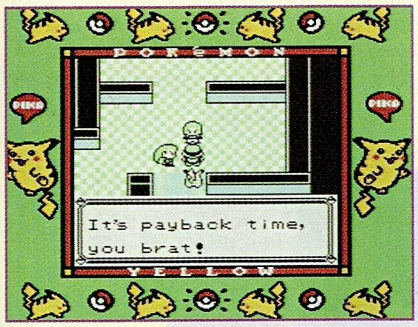
You don't have a **Lift Key**, so you must make your way through two rooms filled with tiny propulsion pads. These propel you in the direction they point to until you come to another propulsion pad or a stop pad. Take a moment to figure out which way each set of pads will take you, and finding the path across will be easy.

Don't Be Afraid To Rough Them Up

Beat this Rocket and he'll drop the item you need.

After you defeat Team Rocket members, talk to them again: they'll sing like birds. This is the only way you'll find important items, such as the **Lift Key**!

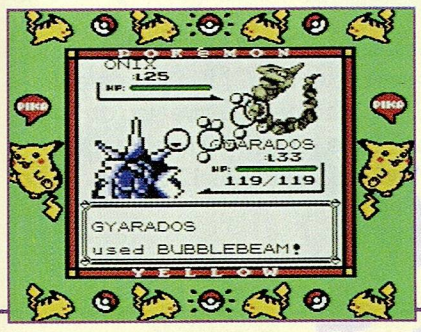
Team Rocket Battle Number 2



Jesse and James want revenge for their last loss.

Before you can get the **Silph Scope**, you must defeat Team Rocket's Jesse and James. Instead of the two generic Rockets waiting outside the office door on Floor B4 in *Pokémon Red* and *Blue*, *Pokémon Yellow* has another Team Rocket Battle! Now their Meowth, Koffing, and Ekans are up to LV25.

Leader of the Rockets



Gyarados wipes out Giovanni's Pokémon with ease!

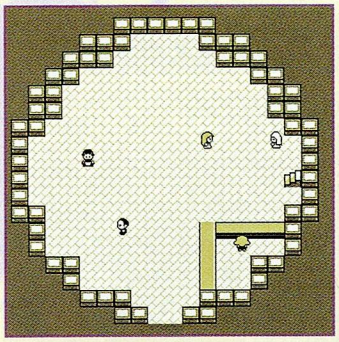
You'll find Team Rocket's boss in an office near the elevator. Giovanni is a busy man, but your appearance in his hideout makes him stop working and pay attention. You must defeat him and his collection of strong (LV24 to LV29) Ground/Rock Pokémon to make him cough up the **Silph Scope**.

Giovanni's Pokémon

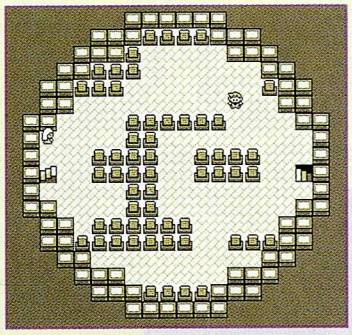
Onix	LV25	
Rhyhorn	LV24	
Persian	LV29	(Kangaskhan LV29 in RB)

Pokémon Tower

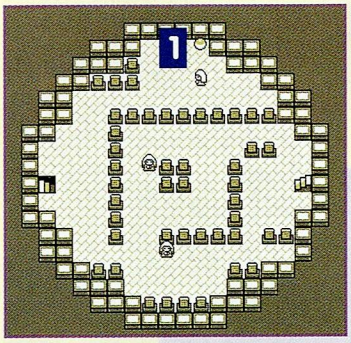
With the **Silph Scope** in hand, it's time to tackle the Pokémon Tower. And you'll need to, if you want to get to Fuchsia City and the coast beyond. The Ghost Pokémon inside will seem difficult until you learn which Pokémon do best against them. Also, if you're lucky, you might run across a nearly extinct Cubone.



Pokémon Tower 1F



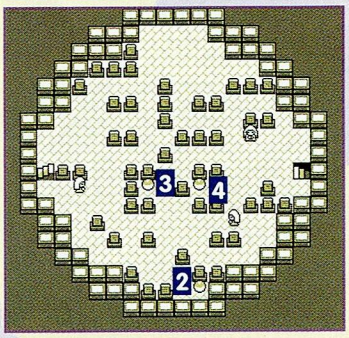
Pokémon Tower 2F



Pokémon Tower 3F

Pokémon (3F)

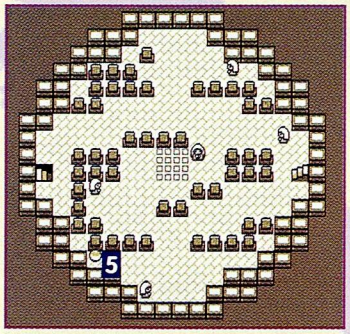
NAME	R	B	Y
Gastly	X	X	X
Haunter	X	X	X
Cubone	X	X	—



Pokémon Tower 4F

Pokémon (4F)

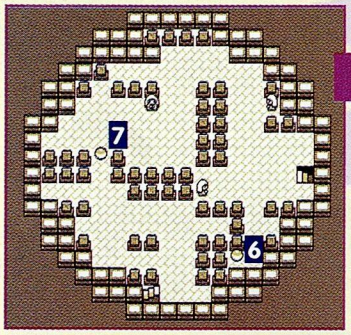
NAME	R	B	Y
Gastly	X	X	X
Haunter	X	X	X
Cubone	X	X	—



Pokémon Tower 5F

Pokémon (5F)

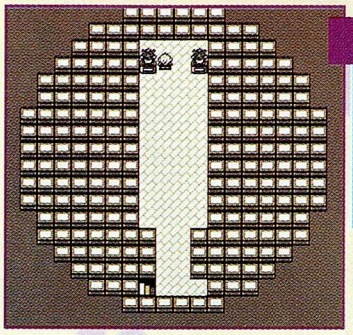
NAME	R	B	Y
Gastly	X	X	X
Haunter	X	X	X
Cubone	X	X	X



Pokémon Tower 6F

Pokémon (6F)

NAME	R	B	Y
Gastly	X	X	X
Haunter	X	X	X
Cubone	X	X	X



Pokémon Tower 7F

Pokémon (7F)

NAME	R	B	Y
Gastly	X	X	X
Haunter	X	X	X
Cubone	X	X	X

Items

1. **Escape Rope**
2. **HP Up**
3. **Awakening**
4. **Elixir**
5. **Nugget**
6. **X Accuracy**
7. **Rare Candy**

Rival Battle Number 4

Your Rival waits on the second floor.

When you enter the second floor of the Pokémon Tower, you'll encounter your Rival. This time around, his five Pokémon are between LV22 and LV25. How easily you defeat him is a sign of how well you're doing. Gary's team is pretty evenly balanced. Is yours?

Trainer Talk

All the Channelers here attack with Gastly and possibly a Haunter. Add these to the numbers of wild spirits roaming around, and you'll feel like a Ghost expert by the time you're through. To get you started, Ghost type Pokémon aren't vulnerable to any attacks, and they have a stunning resistance to both Normal and Fighting skills. Poison and Bug attacks don't fare well, either, but they inflict some damage, at least. Experiment with the Pokémon and skills available to you to learn what works best for you.

Spiritual Healing

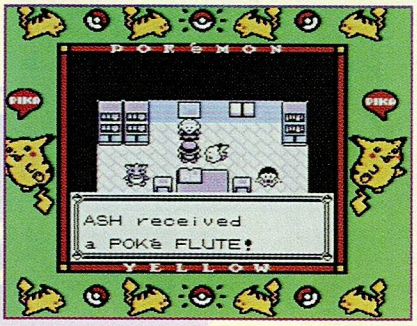
Stepping in this square heals everyone completely!

The strange square on the Fifth Floor is there to heal your battle wounds before you go off to the final two floors. Don't forget where it is!

And the Ghost Revealed ...

The Ghost plaguing the Tower is that of a parent Marowak angry about the brutal deaths of its children. Defeating it is an act of compassion that sends its spirit to rest.

The Seventh Floor



Rescue Mr. Fuji and he'll reward you handsomely.

Mr. Fuji is trapped on the Pokémon Tower's Seventh Floor. In *Pokémon Red* and *Blue* you must defeat a line of Trainers, but in *Yellow* you need only deal with another visit from the inept Jessie and James. This time Meowth, Arbok, and Weezing are at LV27. After you defeat them, Mr. Fuji will take you to his home and give you an important reward—the **Poké Flute**, which will enable you to awaken the sleeping Snorlax blocking routes 12 and 16.

Saffron City

Saffron City, nestled in the heart of Pokémon country, is the largest city in the land. Home to the Silph Company headquarters, it hosts some of the world's finest minds. So it should come as no surprise to learn that Team Rocket's here—in full force. They've taken over the city, in fact, and you won't get far if you don't kick them out!

Poké Mart

ITEM	PRICE
Great Ball	600
Hyper Potion	1500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1500

1. Silph Company

Team Rocket has taken over the Silph Company building and stationed guards all over the place! You must defeat them again before you can challenge Gym Leader Sabrina to a duel. It's hard to believe the lengths to which evil-doers will go.

2. The Fighting Dojo: A Splinter Gym

Hitmonlee uses Kick moves exclusively. Hitmonchan prefers to use its fists in combat. Choose the style you prefer!

When the Saffron City Gym became too crowded, some of its clientele decided to open their own gym dedicated to raising Fighting Pokémon. Going in there is like going into a real gym, except instead of a Badge you may choose a rare Fighting Pokémon as your prize.

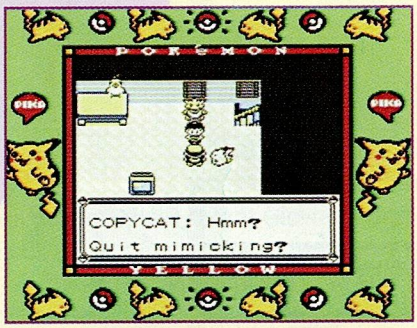
3. Saffron City Gym: The Original

Right next door (inaccessible until you've cleared the Rockets out of town) lies the real gym. Home to a bunch of psychically oriented Trainers, this place is filled with teleport pads, Channelers and real, live Psychics! The battle with Sabrina is the most difficult, so be sure to fight everyone before her to level up your Pokémon!

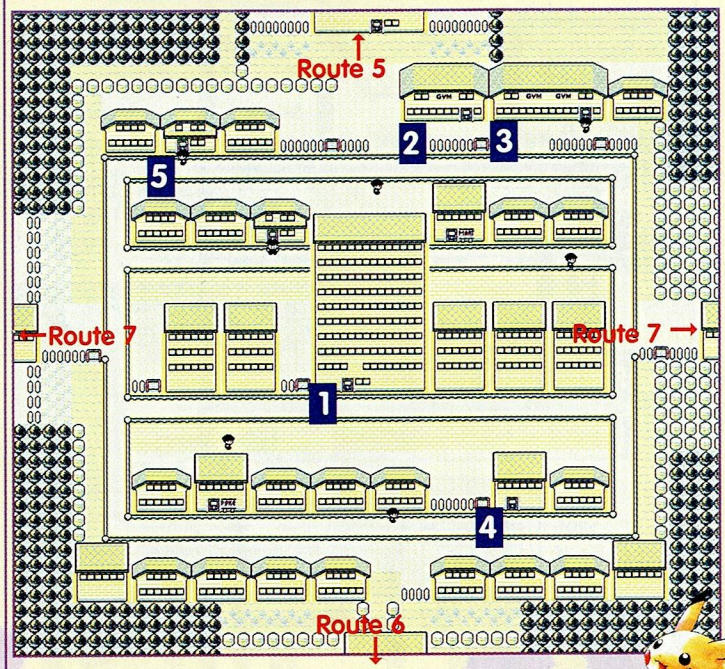
4. Mr. Psychic

Visit this house and Mr. Psychic will give you TM29—Psychic.

5. Copycat!



If you bring the little girl, Copycat, a **Poké Doll** from neighboring Celadon City, she'll gladly give you TM31 (Mimic). However, her door is blocked by a Rocket until you clear out the Silph Company building.

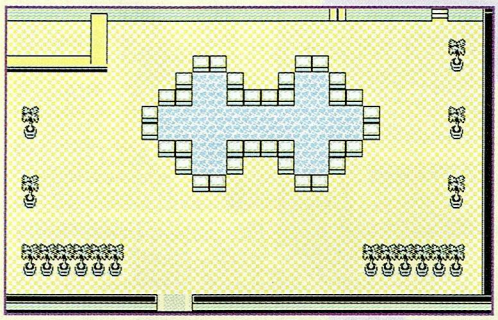


Silph Company

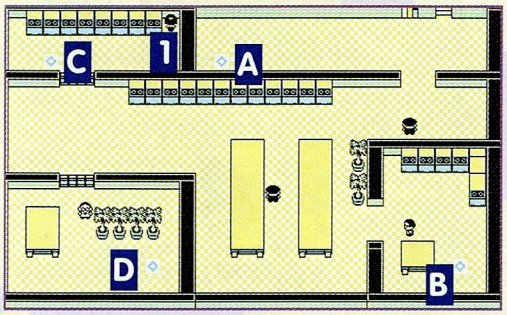
The Silph Company headquarters lies in the middle of Saffron City. Team Rocket has taken over the building in the hopes of finding the secret to a new product—the **Master Ball**. They've raided labs and even taken the company president hostage.

Items

1. TM36 (**Self Destruct**)
2. **Hyper Potion**
3. **Escape Rope**
4. **Max Revive**
5. **Full Heal**
6. **Card Key**
7. **Protein**
8. TM09 (**Take Down**)
9. **HP Up**
10. **X Accuracy**
11. TM03 (**Swords Dance**)
12. **Calcium**
13. **Carbos**
14. **Rare Candy**
15. TM26 (**Earthquake**)
16. **Master Ball**



Silph Company 1F



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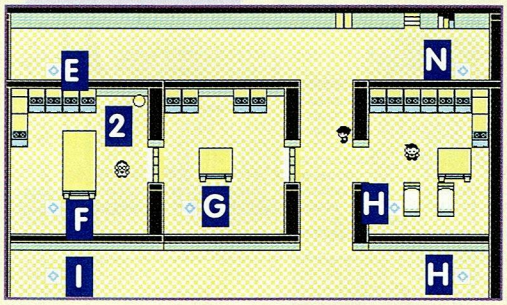
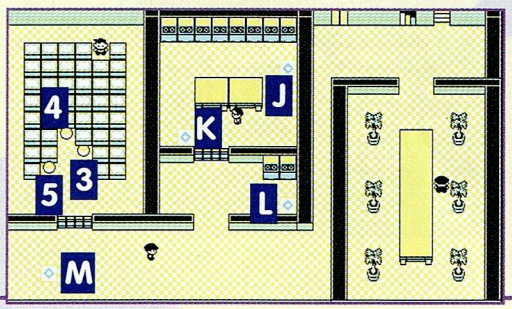
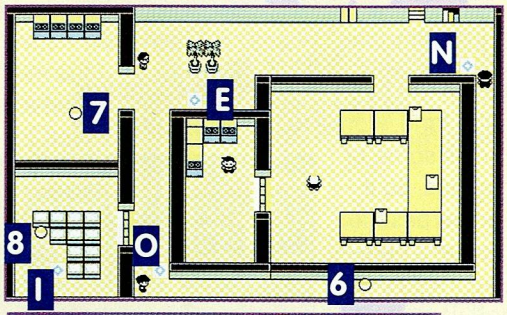


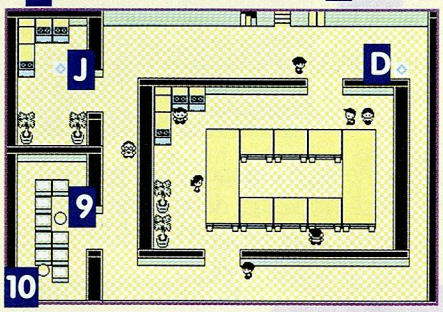
Silph Company 3F



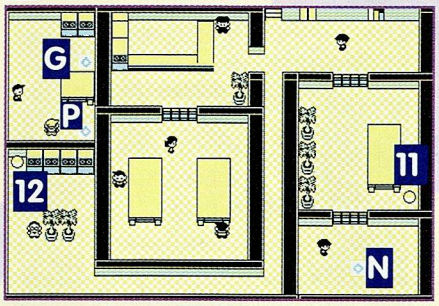
Silph Company 4F



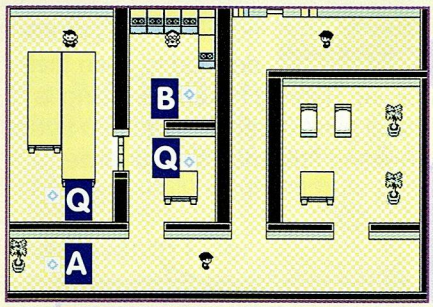
Silph Company 5F



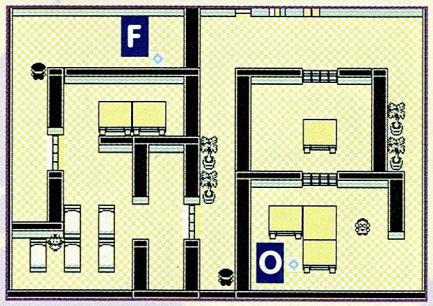
Silph Company 6F



Silph Company 7F

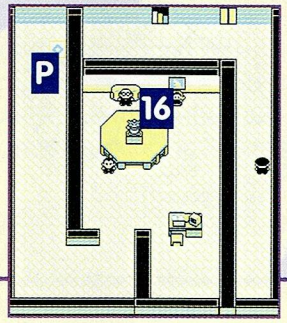


Silph Company 8F



Silph Company 9F

Silph Company 10F



Silph Company 11F

Trainer Talk

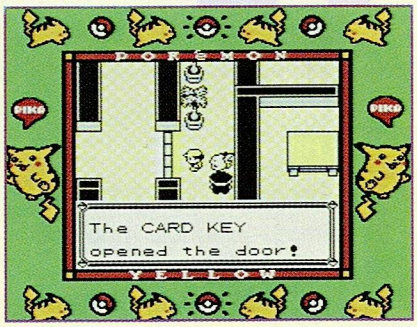
This 11-story building is the game's largest and most exhausting dungeon. The 30 Trainers here range from Poison-spitting Rockets to electrical scientists. Experience levels start at LV25.

Grateful Employees

Some employees give you items. One gives you a Lapras.

The Silph Company employees are scared to death. If you talk with them and allay their fears, some may offer you a helpful gift. Remember this before you take the teleport pad to the president's office.

Teleport Pads and Card Key



The **Card Key** admits you to this building.

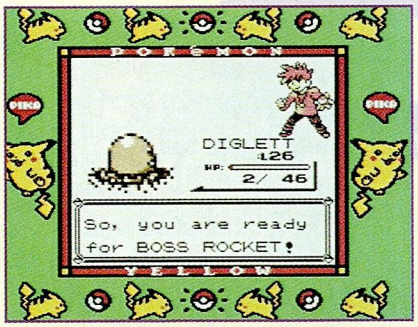
You'll have an easier time if you get the **Card Key** before using the teleport pads extensively. By the time you find this item (on the Fifth Floor), you should have taken out about half the enemy Trainers. If you clear out the remaining levels before you start zapping around, you'll effectively have taken care of any difficult situations before you go up against the boss.

The Rest Ward

Rest here often. The battles ahead are tough!

When you find the Silph Company worker next to the bed, you'll know you're getting close to Giovanni, the head Rocket. Here you can rest and heal your Pokémon's wounds before going up against the boss himself.

Didn't I Just Fight You?: Rival Battle Number 5



Are you ready for Boss Rocket (a.k.a. Giovanni)?

At this point, your Rival's Pokémon team is almost set. If you're playing *Pokémon Yellow*, you'll notice he's finally evolved his Eevee and reworked his team to accommodate its new strengths. His team's levels range from LV35 to LV40. If this battle is tough for you, think about restructuring your own team!

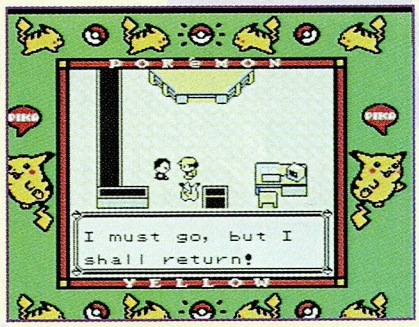
A Master Ball

These two never give up!

To rescue the Silph Company president, you must battle Team Rocket and Giovanni once again. Jesse and James meet you outside the office with their usual team, now at LV31. Inside, you must defeat Giovanni again to send Team Rocket running!

This time, Giovanni's added some high-level Nidoran to his arsenal, so watch out for their Poison attacks. With his Pokémon in the LV35 to LV41 range, he'll be tough to defeat. But if you found the battle against your Rival easy, this one will be, too—especially if you have a good Water Pokémon on your side.

With Giovanni vanquished yet again, you'll find yourself on the receiving end of a fabulous reward—the **Master Ball** you're given after talking to the president of the Silph Company. You get only one of these, so use it with discretion.



You can count on seeing Giovanni again!

Note

Store this treasure away until you can enter the Unknown Dungeon. The Mewtwo there is fierce, but it's a highly desirable Pokémon. Using your **Master Ball** on it is a good idea!

Gym Leader Lowdown Number 5: Sabrina of the Saffron City Gym

Sabrina

To reach Sabrina you must teleport throughout virtually the entire gym. The Trainers here (Psychics and Channelers) are big fans of Psychic and Ghost Pokémon. Again, Ghosts are immune to Normal and Fighting attacks and you must get creative to defeat them. Psychics, on the other hand, are easy to defeat with Bugs—and not much else.

In *Pokémon Yellow*, Sabrina is easily the most difficult Gym Leader because of the hardy Abra family. They're vulnerable only to **Bug** attacks, so employ those whenever you can. Of course, it's unlikely you have many Bug Pokémon or Bug attacks at this point. (Did you get a Venonat on Route 24?) It's also unlikely your Pokémon have reached LV50.

It takes perseverance to defeat Sabrina. At LV50, her Abra and Kadabra are still manageable and easy to defeat with a couple of strong attacks from your best Pokémon. Watch out for the Alakazam, however; it's extremely strong. Save your game before challenging Sabrina, and you can try different Pokémon and attack combinations to see which work best.

Alternatively, you can skip Sabrina for now and return after you clear the Trainers on Cycling Road (routes 16, 17, and 18) or the docks (routes 12, 13, 14, and 15), and then Gym Leader Number 6, Koga, in Fuchsia City. Explore Safari Park and you may find a couple of good Bugs to bring back with you!

The **Marsh Badge** you get as a reward makes all Pokémon LV70 and below obey your every command. And TM46 (Psywave) is sure to please one of your Psychic Pokémon.

Sabrina's Pokémon Lineup

Abra LV50
Skill: **Flash**

Kadabra LV50
Skills: **Kinesis, Psychic, Psywave, Recover**

Alakazam LV50
Skills: **Psychic, Psywave, Recover, Reflect**

Sabrina's Pokémon Lineup (RB)

Kadabra LV38
Mr. Mime LV37
Venomoth LV38
Alakazam LV43

Routes 12, 13, 14, and 15

South of Lavender Town a series of interconnected docks spans the entire eastern coast of the Pokémon realm. If you have the **Surf** ability, you can glide down with few interruptions, though you may get into a battle with Wild Pokémon in the water. If you don't have **Surf** ability, you must walk and deal with the Fishermen you meet on the way.

Items

1. TM39 (**Swift**)
2. TM16 (**Pay Day**)
3. **Super Rod**
4. **Iron**
5. TM20 (**Rage**)
6. **Exp. All**

Pokémon (Route 12)

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Oddish	X	—	X
Gloom	X	—	X
Venonat	X	X	—
Bellsprout	—	X	X
Weepinbell	—	X	X
Farfetch'd	—	—	X
Slowpoke*	—	—	X
Slowbro*	—	—	X

* Encountered by surfing.

Pokémon (Route 12)

NAME	R	B	Y
Tentacool	X	X	—
Krabby	X	X	—
Goldeen	X	X	—
Magikarp	X	X	—
Horsea	—	—	X
Seadra	—	—	X

Pokémon (Route 13)

NAME	R	B	Y
Pidgey	X	X	X
Pidgeotto	—	—	X
Oddish	X	—	X
Gloom	X	—	X
Venonat	X	X	—
Bellsprout	—	X	X
Weepinbell	—	X	X
Ditto	X	X	—
Farfetch'd	—	—	X
Slowpoke*	—	—	X
Slowbro*	—	—	X

* Encountered by surfing.

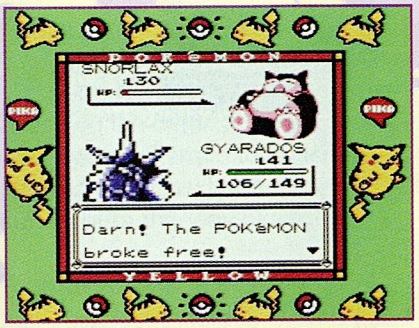
Pokémon (Route 13)

NAME	R	B	Y
Tentacool	X	X	X
Krabby	X	X	—
Goldeen	X	X	—
Magikarp	X	X	—
Horsea	—	—	X
Seadra	—	—	X

Pokémon (Route 14 and 15)

NAME	R	B	Y
Pidgey	X	X	—
Pidgeotto	X	X	X
Ditto	X	X	
Venonat	X	X	X
Venomoth	—	—	X
Oddish	X	—	X
Gloom	X	—	X
Bellsprout	—	X	—
Weepinbell	—	X	—

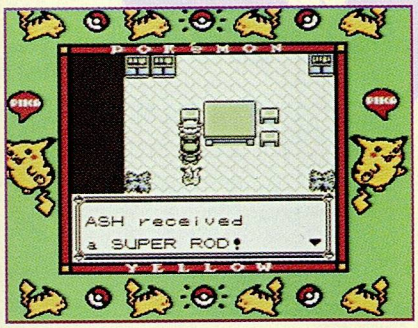
The Snorlax in the Road



Catching the Snorlax is tough work!

You won't make it far unless you have a **Poké Flute** in your possession. A big Snorlax blocks the road, and that flute is the only way to awaken it. Then it will attack, giving you an opportunity to capture it. If you've been to Fuchsia City already, try to use **Ultra Balls**. If not, you'll need a large supply of **Super Balls**: this rare Pokémon is tough to catch!

What a Great Fishing Pole!



Use this to catch any Water Pokémon!

One of the Fishing Guru's brothers has a house on Route 12. Now you can learn more fishing lore. Listen closely to what this guy has to say (or just tell him you love fishing), and he'll give you a **Super Rod** that allows you to catch all kinds of fish.

Route 13

The Birdkeepers here are fierce, with lots of Flying Pokémon hovering around LV30. Build your Pokémon's experience levels in this area. The Fuchsia City Gym and the dungeon under the Seafoam Islands are coming up: make sure your Pokémon are up to the challenge.

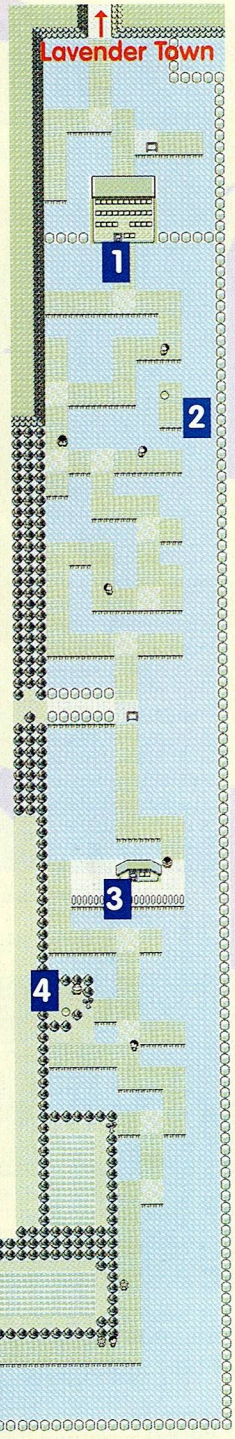
Routes 14 and 15

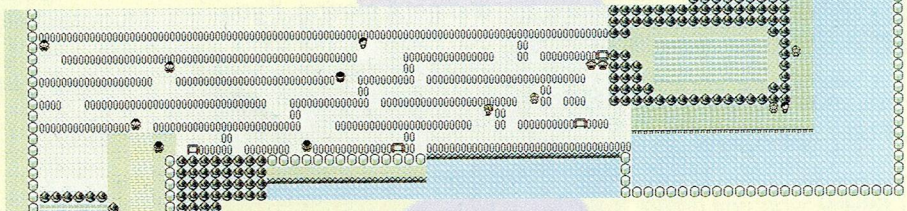
On some patches of land—this stretch of road, for instance—it's easy to capture the Wild second forms of some of your favorite Pokémon. Hunt in the thickets for advanced Pokémon, such as Pidgeotto, Gloom, and Weepinbell. If you haven't leveled up any of their first forms, this really saves you time!

Got 50 Pokémon, Yet?

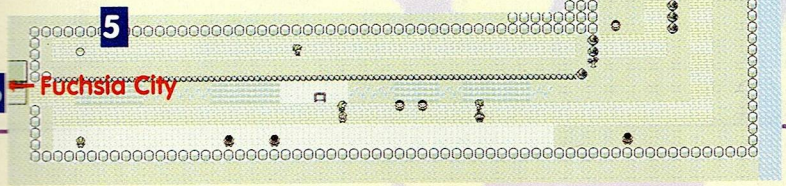
If you've collected 50 Pokémon, Professor Oak's Aide has another present for you. This time you'll get a piece of research equipment called **Exp. All**. Once you have this, all the Pokémon you have with you receive a portion of the experience points after a battle.

Here's how it works: the earned experience points are halved; one half is distributed among your party members. The other is distributed among the Pokémon who participated in battle. This is great when your party is small. But if you're carting around six Pokémon, divying up all those experience points consumes a lot of time.





Routes 12, 13, 14, 15



Routes 16, 17, and 18

To get very far down Route 16, you'll need two things—the **Poké Flute**, to awaken the annoying Snorlax blocking the road, and a **Bicycle**. If you haven't gone to Cerulean City with your Bike Voucher, do so *immediately*. They don't call this area Cycling Road for nothing!

Pokémon (Route 16)

NAME	R	B	Y
Rattata	X	X	X
Raticate	X	X	X
Spearow	X	X	X
Fearow	—	—	X
Doduo	X	X	X

Pokémon (Route 17)

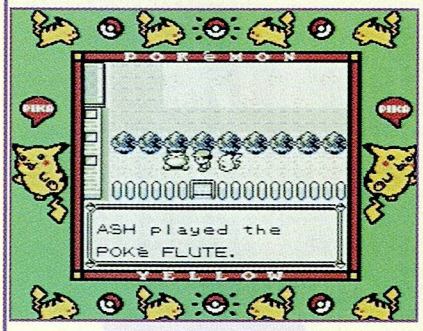
NAME	R	B	Y
Doduo	X	X	X
Dodrio	—	—	X
Raticate	X	X	—
Spearow	X	X	—
Fearow	X	X	X
Ponyta	—	—	X

Pokémon (Route 18)

NAME	R	B	Y
Rattata	—	—	X
Raticate	X	X	X
Spearow	X	X	X
Fearow	X	X	X
Doduo	X	X	X

Pokémon

NAME	R	B	Y
Tentacool	X	X	X
Shellder	—	—	X
Krabby	X	X	—
Goldeen	X	X	—
Magikarp	X	X	—



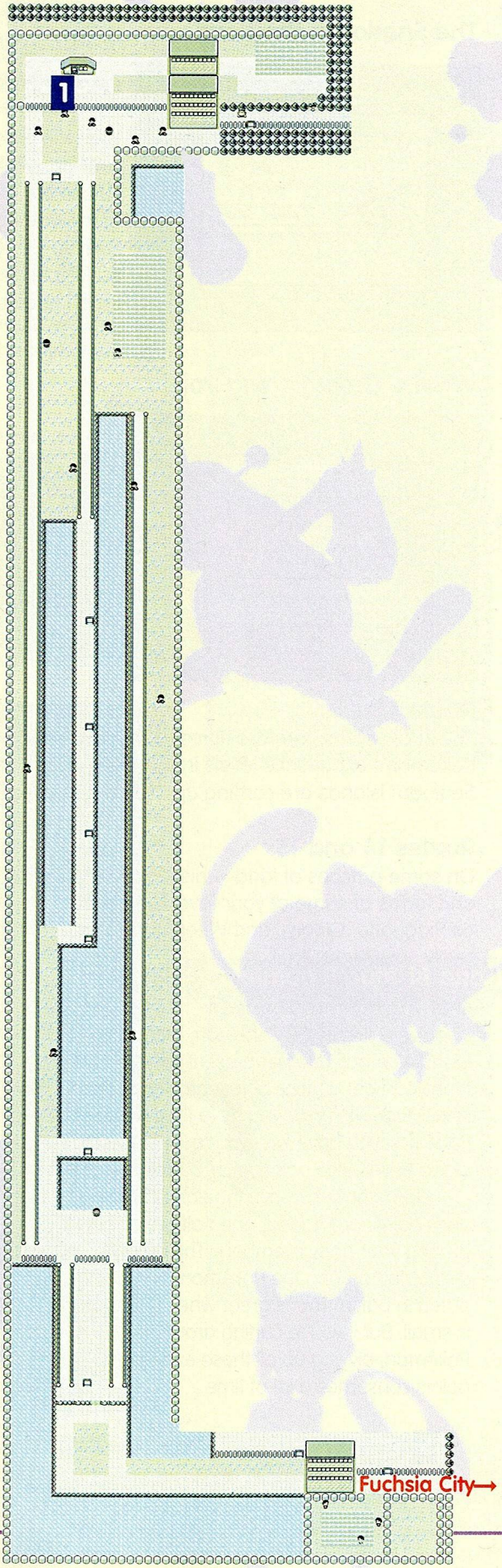
Awaken the Snorlax

Play the **Poké Flute** to awaken the Snorlax.

You won't get far unless you wake up this nuisance and get it moving. If you don't have a Snorlax in your collection (only two exist), make sure you nab this one. Be patient and eventually it will be yours.

1. Flight

This woman gives you HM02, which allows you to fly around the map.



Using the **Cut** ability, clear away the bush before the Snorlax and head toward the northern gatehouse. A little girl in a house on the other side will give you her HM02. This allows your Flying Pokémon to transport you anywhere on the map (as long as you've been there before)—a great way to reach those out-of-the-way places!

Trainer Talk

Just outside the gate to Cycling Road you'll encounter a gang of burly Bikers and Cue Balls. Their Pokémon—a combination of Poison and Normal/Fighting—fluctuate between a puny LV26 and a respectable LV33. *Piece of cake!*

Route 17

You can't ride fast enough to get past the Trainers on Cycling Road.

Get ready to ride down a very steep hill. It's so steep, in fact, that once you start, you'll have a hard time stopping before the bottom! Still, you can't go fast enough to escape this road's Bikers and Cue Balls.

Route 18

Route 18 lies at the bottom of Cycling Road. The hill is behind you, so you can ride normally now. Fuchsia City is only a short distance away!

Trader Alert!

Someone on the top floor of the gatehouse between Cycling Road and Fuchsia City wants to trade his Pokémon for yours.

RB: He'll trade his Lickitung for a measly Slowbro. Get your fishing pole ready!
Y: If you have a spare Tangela, he'll trade for a Parasect.

Fuchsia City

At the southernmost part of the main Pokémon continent lies the seaside town of Fuchsia City. Here you'll find the Safari Zone, home to many rare and unique Pokémon.

Pokémon

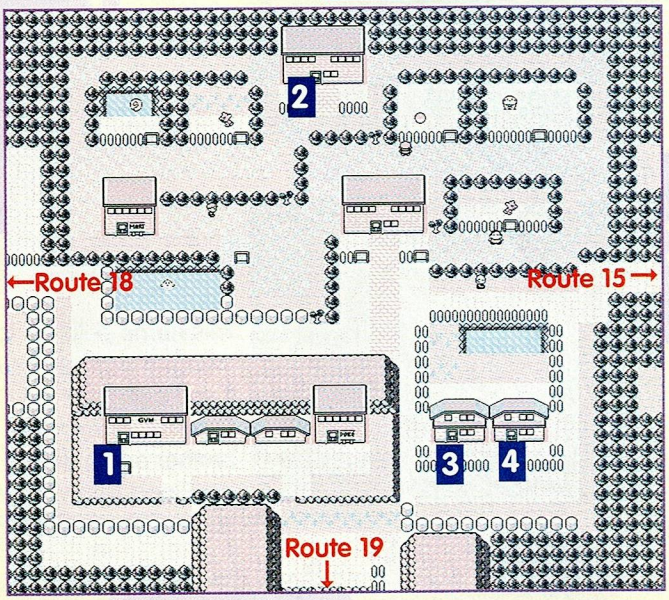
NAME	R	B	Y
Magikarp	X	X	X
Gyarados	—	—	X
Krabby	X	X	—
Goldeen	X	X	—
Seaking	X	X	—

Poké Mart

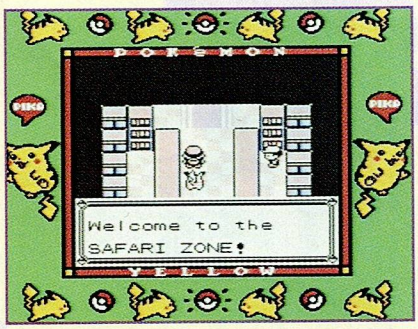
ITEM	PRICE
Ultra Ball	1200
Great Ball	600
Super Potion (RB)	700
Hyper Potion (Y)	1500
Revive	1500
Full Heal	600
Super Repel	500

1. Fuchsia Gym

Gym Leader Koga has barricaded himself behind invisible walls to make sure you don't escape his Junior Trainers. (If you're playing on a Super Game Boy, the walls won't be *that* invisible.)



2. Safari Time



Go to the Safari Zone prepared to return with lots of Pokémon!

When you have a few hours to spend, take on the Safari Zone. There you'll find more Pokémon than you thought possible. Make sure you have an empty box on Bill's computer so you don't have to journey back to the Pokémon Center.

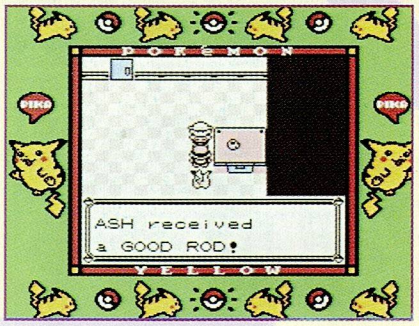
3. Game Warden's House

Return his **Gold Teeth** and he'll give you HM04 (**Strength**)

The Game Warden would love to tell you all about his **Strength**, but he lost his false teeth while patrolling the Safari Zone. If you help him, he may teach you how to move that heavy boulder.

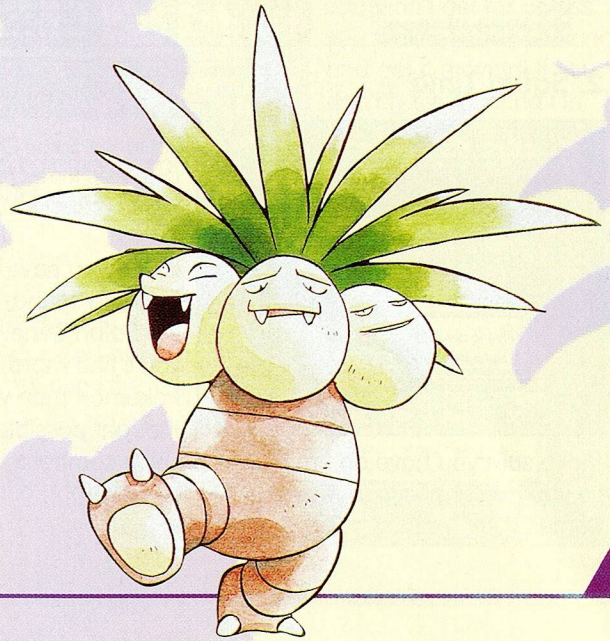
Use **Strength** to move the boulder out of the way.

4. Fishing Guru

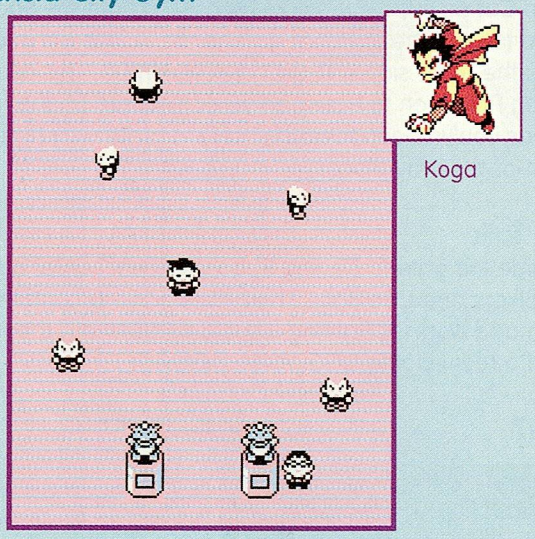


Another Fishing Guru, another Fishing Pole.

This home belongs to the third Fishing Guru. If you didn't get the **Super Rod** from his brother on Route 12, the **Good Rod** you get here will be fine.



Gym Leader Lowdown Number 6: Koga of the Fuchsia City Gym



Koga

Poison and Psychic Pokémon fulfill Koga's wish to fight by cleverness rather than strength. You've seen how many HP you can lose when poisoned or otherwise unable to fight, so he may have a point. If you've raised strong offensive fighters, however, and carry a few **Full Heals**, you'll walk all over his crafty creatures.

Be especially careful when Koga's Pokémon use the **Toxic** skill. The Poison damage an affected Pokémon takes doubles with each round of battle. If you don't keep on top of things, you'll find your Pokémon in danger of fainting quickly.

After you defeat him, Koga relinquishes his **Soul Badge**. This raises your Pokémon's defense and allows you to **Surf** the waves if and when you find HM03. His present of TM06 (Toxic) is helpful, too.

Koga's Pokémon Lineup (Y)

Venonat LV44
Skills: **Psychic**, **Sleep Powder**, **Tackle**, **Toxic**

Venonat L46
Skills: **Psybeam**, **Psychic**, **Supersonic**, **Toxic**

Venonat L48
Skills: **Double Edge**, **Psychic**, **Sleep Powder**, **Toxic**

Venomoth L50
Skills: **Double Team**, **Leech Life**, **Psychic**, **Toxic**

Koga's Pokémon Lineup (RB)

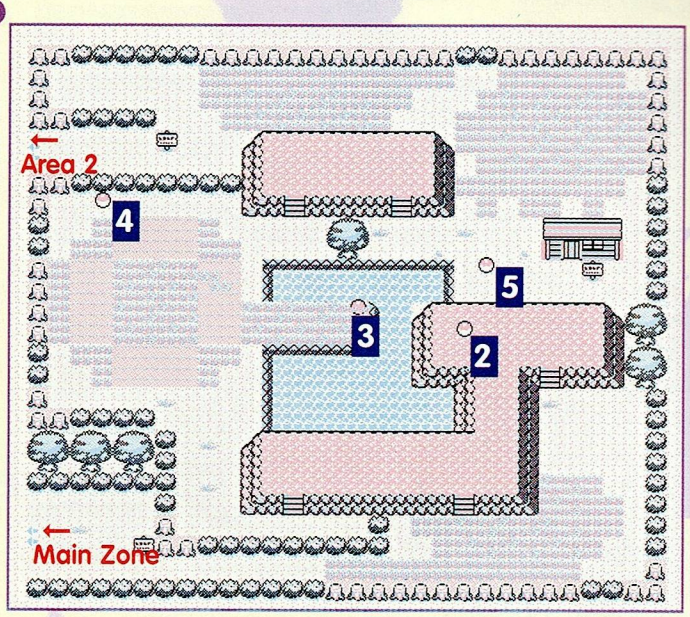
Koffing LV37
Muk LV39
Koffing LV37
Weezing LV43

Safari Zone

The Safari Zone is home to many rare and spectacular Pokémon. To catch them all requires skill and (mostly) luck. You'll spend a lot of time and money here if you hope to collect all 150 Pokémon.

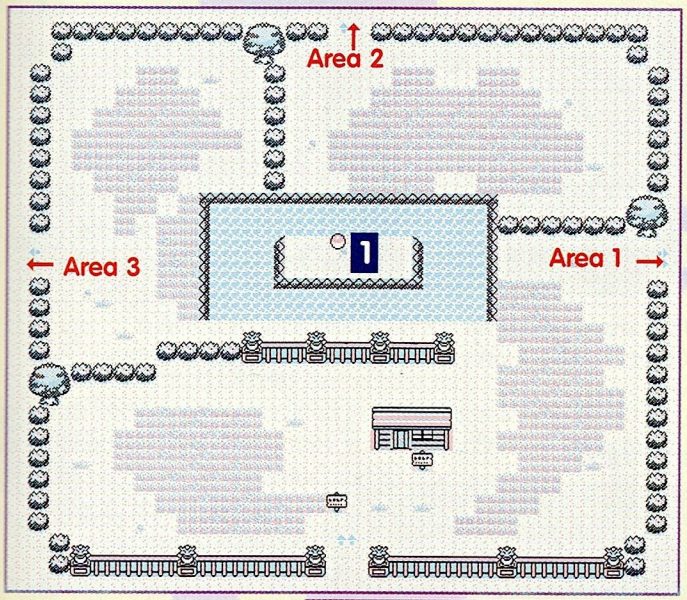
Pokémon (Main Area)

NAME	R	B	Y
Nidoran	X	X	X
Nidorino	X	X	X
Nidoran	—	X	X
Nidorina	X	X	—
Rhyhorn	X	X	X
Venonat	X	X	—
Exeggcute	X	X	X
Paras	—	—	X
Parasect	X	X	X
Scyther	X	—	—
Pinsir	—	X	—
Chansey	X	X	X
Tangela	—	—	X



Pokémon

NAME	R	B	Y
Psyduck	X	X	—
Krabby	X	X	—
Slowpoke	X	X	—
Magikarp	—	—	X
Dratini	X	X	X
Dragonair	—	—	X

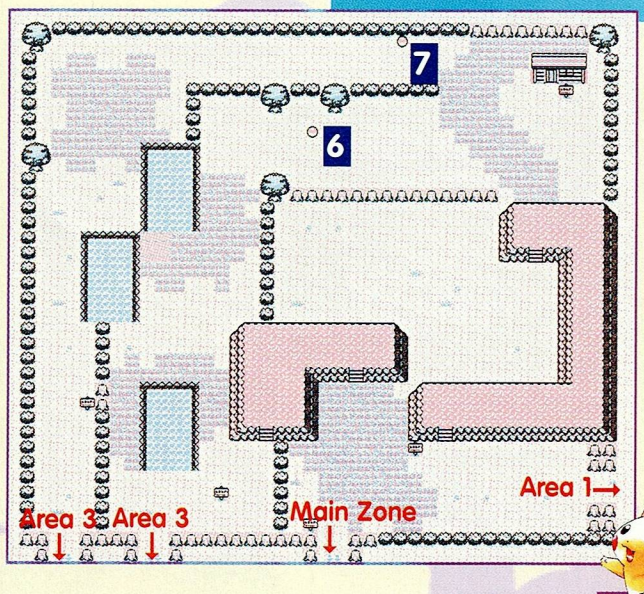


Pokémon (Area 2)

NAME	R	B	Y
Cubone	—	—	X
Exeggcute	X	X	X
Kangaskhan	—	—	X
Chansey	X	X	—
Nidoran ♂	X	—	X
Nidorino	X	X	—
Nidoran ♀	—	X	X
Nidorina	X	X	X
Paras	X	X	—
Pinsir	—	—	X
Rhyhorn	X	X	X
Scyther	—	—	X
Tauros	X	X	—
Venomoth	X	X	—

Pokémon (Area 1)

NAME	R	B	Y
Cubone	—	—	X
Marowak	—	—	X
Doduo	X	X	—
Exeggcute	X	X	X
Nidoran ♂	X	X	X
Nidorino	X	—	—
Nidoran ♀	X	X	X
Nidorina	—	X	X
Paras	X	X	—
Parasect	X	X	—
Kangaskhan	X	X	—
Lickitung	—	—	X
Pinsir	—	X	—
Scyther	X	—	X
Tauros	—	—	X
Chansey	—	—	X



Pokémon

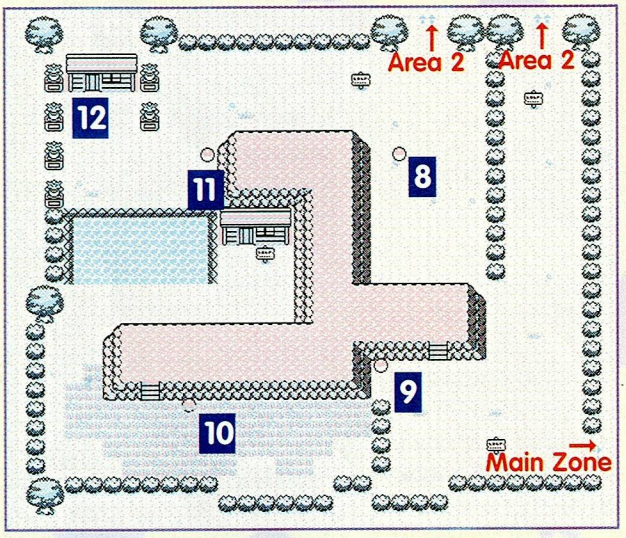
NAME	R	B	Y
Psyduck	X	X	—
Krabby	X	X	—
Slowpoke	X	X	—
Magikarp	—	—	X
Dratini	X	X	X

Pokémon (Area 3)

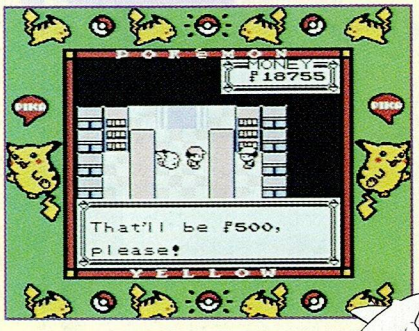
NAME	R	B	Y
Cubone	—	—	X
Marowak	—	—	X
Doduo	X	X	—
Exeggcute	X	X	X
Kangaskhan	X	X	—
Nidoran ♂	X	X	X
Nidorino	X	—	X
Nidoran ♀	X	X	X
Nidorina	—	X	—
Pinsir	—	—	X
Tangela	—	—	X
Tauros	X	X	X
Venonat	X	X	—
Venomoth	X	X	—

Items

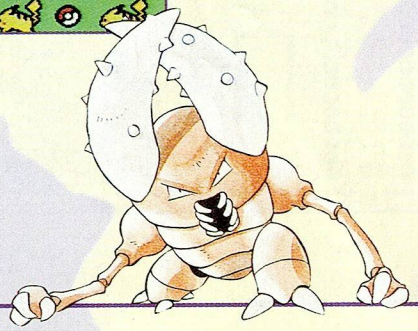
1. **Nugget**
2. **Carbos**
3. TM37 (**Egg Bomb**)
4. **Max Potion**
5. **Full Restore**
6. TM40 (**Skull Bash**)
7. **Protein**
8. **Gold Teeth**
9. **Max Revive**
10. **Max Potion**
11. TM32 (**Double Team**)
12. HM03 (**Surf**)

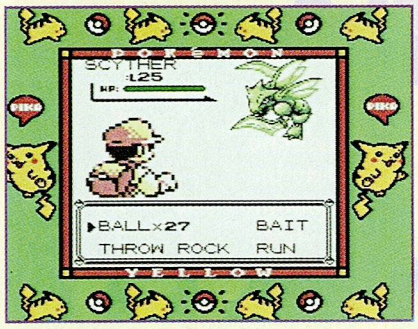


The Way Things Work



Save up some money so you can return as often as you need to.

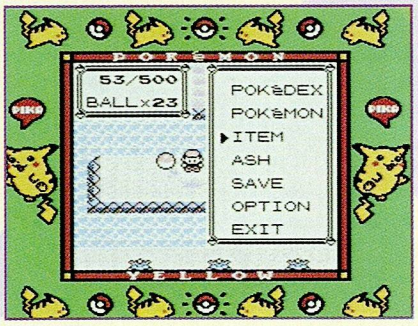




Common Pokémon are easy to catch with a **Safari Ball** throw. More unusual creatures, such as Scyther, require patience and strategy.

When you pay the 500 P admission you get 30 **Safari Balls** made especially to catch Safari Zone Pokémon. Don't expect it to be easy, though. Although you can catch a lot of Pokémon with one or two balls, rare and unique characters require more coaxing. Rocks and food may help, but the best way to catch them is to patiently toss Safari Ball after Safari Ball at them.

Did I Mention the Time Limit?



The numbers in the upper-left screen area tell you how many steps you have left.

Each visit to the Safari Zone lasts roughly 500 seconds. In concrete terms, you have 500 steps, because the counter stops whenever you stay still, fish, or battle a Pokémon. To check on your progress, bring up the Menu screen.

The Contest

Dash through the park and you'll win a prize!

If you can make it to the house in the northwest corner of Area 3 before your time runs out, you'll win a special prize—HM03 (**Surf**). Now you can **Surf** the oceans to the islands to the south, *and* get around the Safari Zone much quicker! You'll also find the Game Warden's **Gold Teeth** in this area.

Routes 19 and 20

Once you leave Fuchsia City, you'll travel by sea to the Seafoam Islands and the Gym on Cinnabar Island. This route is filled with wild Tentacool of varying experience levels (LV5 to LV30). If you need one for your collection, choose any you like.

Trainer Talk

A group of Swimmers and Beauties rules this watery road. By this time, nothing they throw at you should come as a surprise. What will is the small amount of money you'll make fighting these guys! Swimmers carry very little cash on them; unless you need the experience, they're not worth fighting.

Twin Mountains

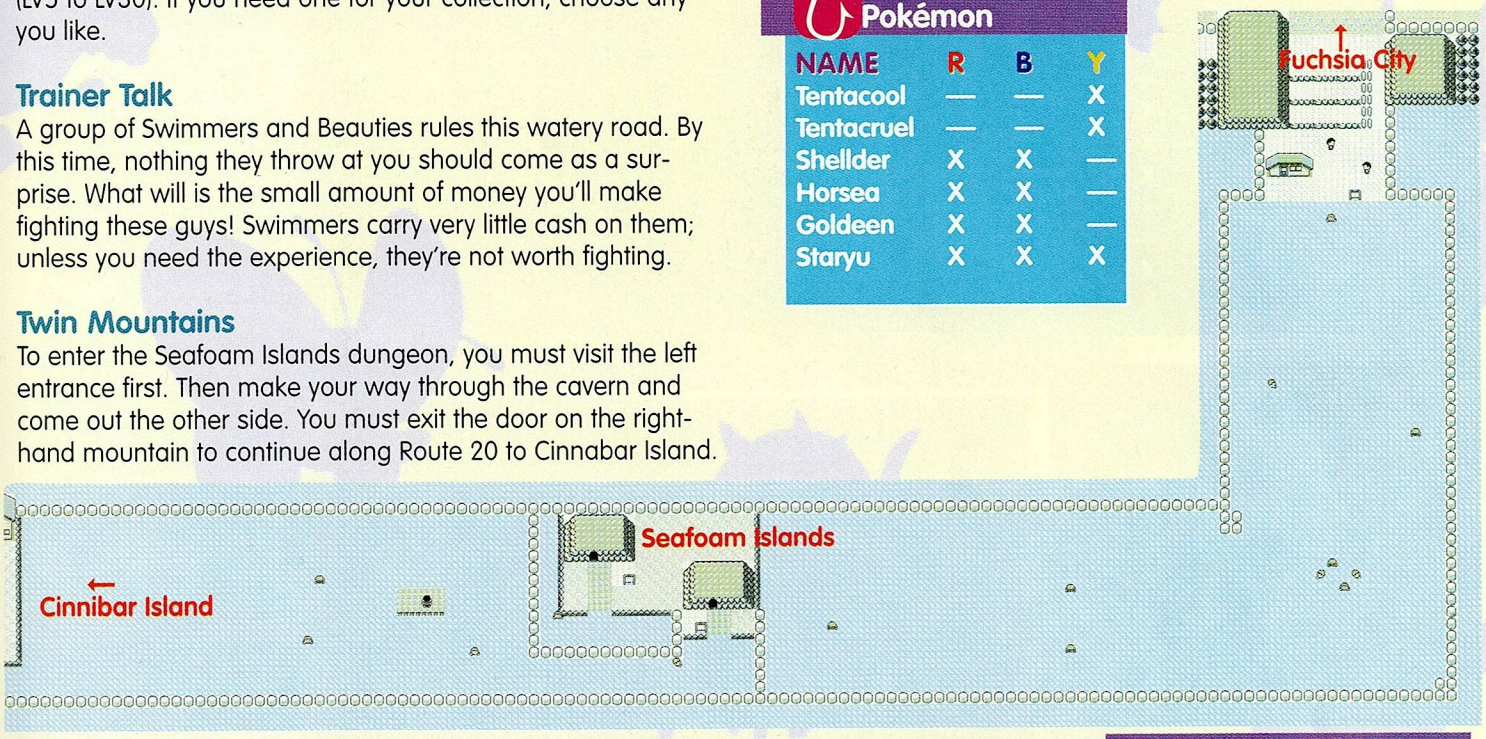
To enter the Seafoam Islands dungeon, you must visit the left entrance first. Then make your way through the cavern and come out the other side. You must exit the door on the right-hand mountain to continue along Route 20 to Cinnabar Island.

Pokémon

NAME	R	B	Y
Tentacool	X	X	X

Pokémon

NAME	R	B	Y
Tentacool	—	—	X
Tentacruel	—	—	X
Shellder	X	X	—
Horsea	X	X	—
Goldeen	X	X	—
Staryu	X	X	X



Seafoam Islands

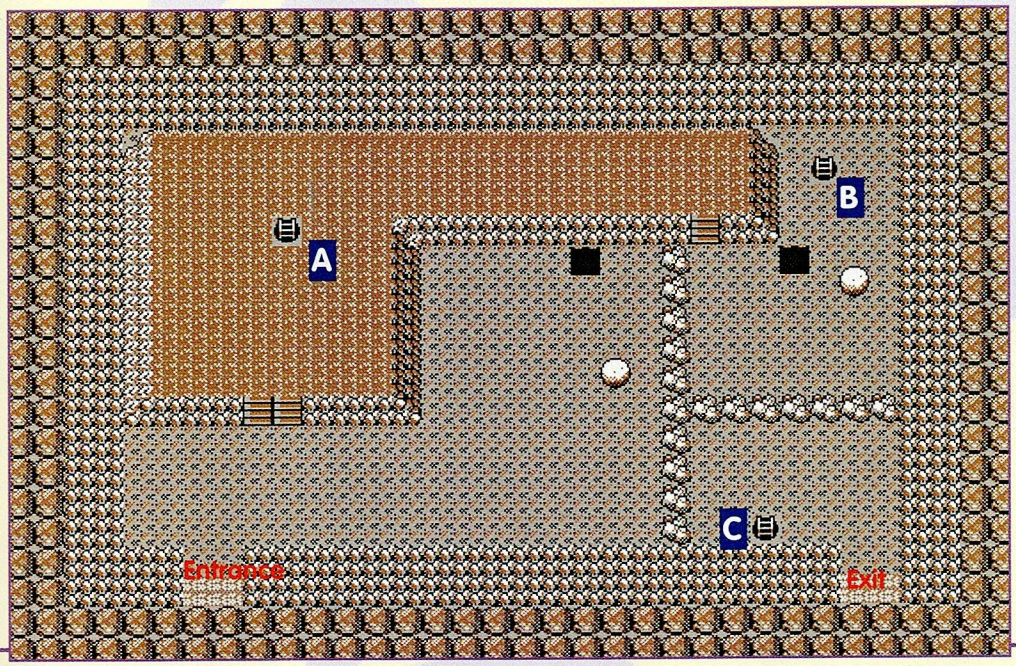
The Seafoam Islands lie in the middle of Route 20. There you'll encounter a multitude of Water Pokémon, including many you may only have seen in Trainer battles. The Seafoam Islands also is home to a legendary Pokémon—Articuno. This icy blue bird lurks at the bottom of the cavern, where the current is strongest.

Pokémon

NAME	R	B	Y
Zubat	X	X	X
Golbat	X	X	X
Psyduck	X	X	—
Golduck	X	—	—
Slowpoke	X	X	X
Slowbro	—	X	—
Seel	X	X	—
Shellder	X	—	—
Staryu	—	X	—
Horsea	X	—	—
Krabby	—	X	X

Pokémon

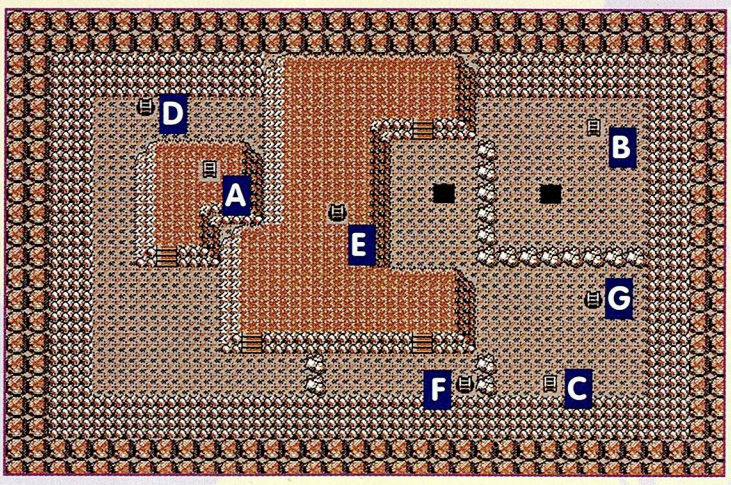
NAME	R	B	Y
Shellder	X	X	—
Krabby	—	—	X
Kingler	—	—	X
Horsea	X	X	—
Goldeen	X	X	—
Staryu	X	X	X



Seafoam Island 1F

Pokémon

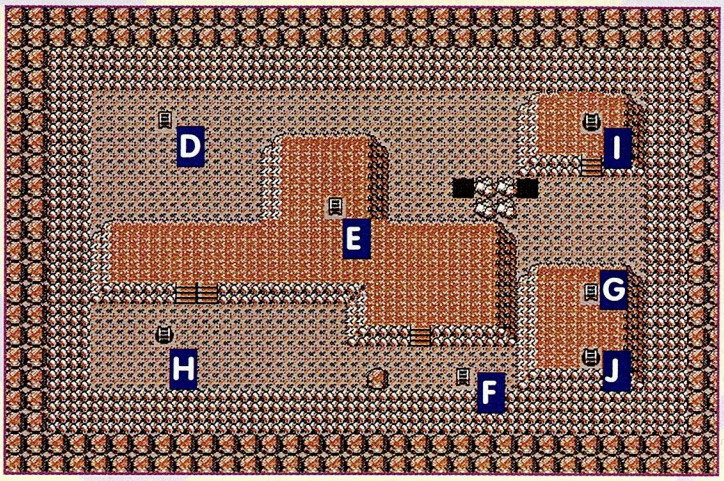
NAME	R	B	Y
Zubat	—	—	X
Golbat	—	—	X
Seel	X	X	X
Dewgong	X	X	—
Slowpoke	X	—	X
Psyduck	—	X	—
Shellder	X	X	—
Staryu	X	X	—
Horsea	X	—	—
Seadra	X	—	—
Krabby	—	X	X
Kingler	—	X	X



Seafoam Island B1

Pokémon

NAME	R	B	Y
Zubat	—	—	X
Golbat	X	X	X
Psyduck	—	X	—
Golduck	—	X	—
Slowpoke	X	—	X
Slowbro	X	—	X
Seel	X	X	X
Krabby	—	X	X
Kingler	—	X	X
Shellder	X	X	—
Staryu	X	X	—
Horsea	X	—	—

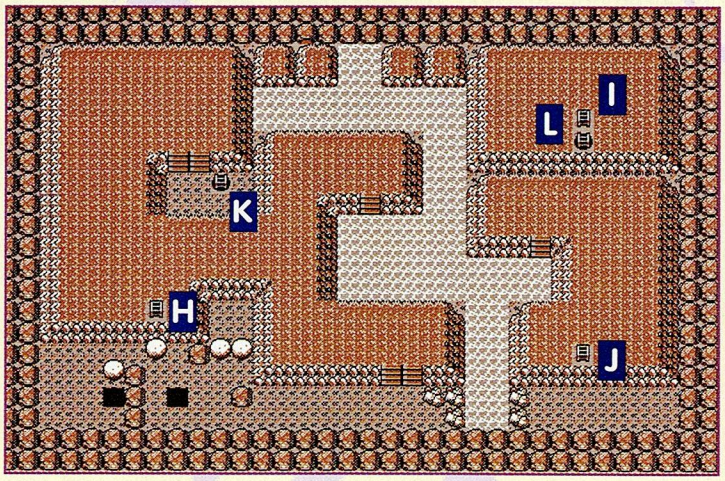


Seafoam Island B3

Pokémon

NAME	R	B	Y
Zubat	—	—	X
Golbat	—	—	X
Psyduck	—	X	—
Slowpoke	X	—	—
Seel	X	X	X
Dewgong	X	X	X
Shellder	X	—	—
Staryu *	—	X	X
Horsea	X	—	—
Seadra	X	—	—
Krabby	—	X	X
Kingler	—	X	X
Tentacool *	—	—	X

* Caught by surfing.

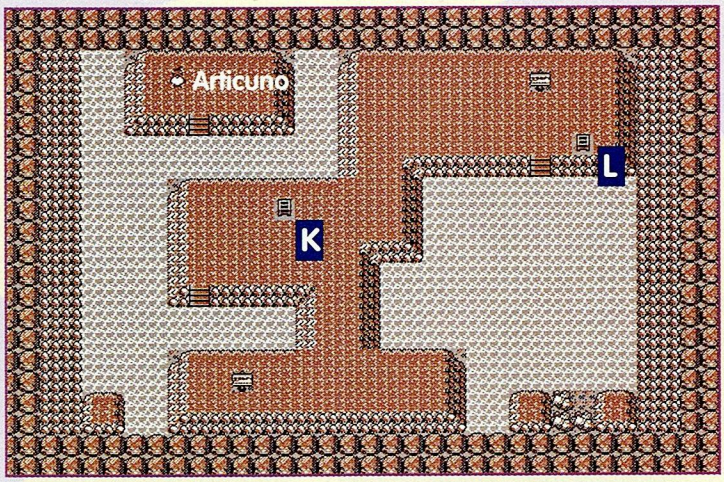


Seafoam Island B4

Pokémon

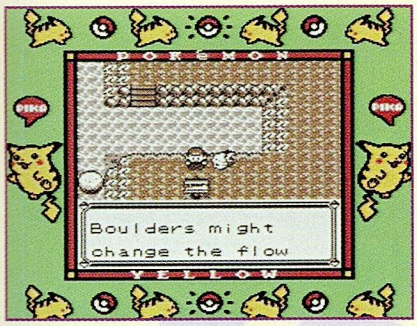
NAME	R	B	Y
Zubat	—	—	X
Golbat	X	X	X
Psyduck	—	X	—
Golduck	—	X	—
Slowpoke	X	—	—
Slowbro	X	—	—
Seel	X	X	X
Dewgong	—	—	X
Shellder	X	—	—
Krabby	—	X	X
Kingler	—	—	X
Staryu *	—	X	X
Horsea	X	—	—
Tentacool *	—	—	X
Articuno	X	X	X

* Encountered by surfing.



Seafoam Island B4

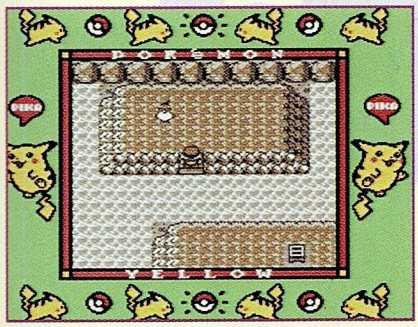
Use Your Strength



You must push all four boulders to the bottom of the cave before you can cross the current and head toward the exit.

The last two floors of this dungeon are divided by a stream with an extremely fast current—so fast, you can't do much surfing. To calm the current, push the boulders you see lying around down the holes to the bottom floor. Four boulders in the cave will do the job. Can you figure out this puzzle?

Articuno



Ah! The legendary ice bird, Articuno!

This bird isn't easy to catch, but the rarest species never are. Before you storm into battle, save your game! This LV50 bird is too precious to defeat accidentally. Next, make sure you have 50 or more Ultra Balls. Even Paralyzed and with only a few HP, Articuno is too vigorous to stay in an Ultra Ball, and catching it is largely a matter of luck and patience. Whittle away carefully at its HP. Don't use a Pokémon that's too strong, but you'll need one that can last the battle. Start throwing Ultra Balls when you have Articuno down to a sliver of its HP gauge. Good luck.

Cinnabar Island

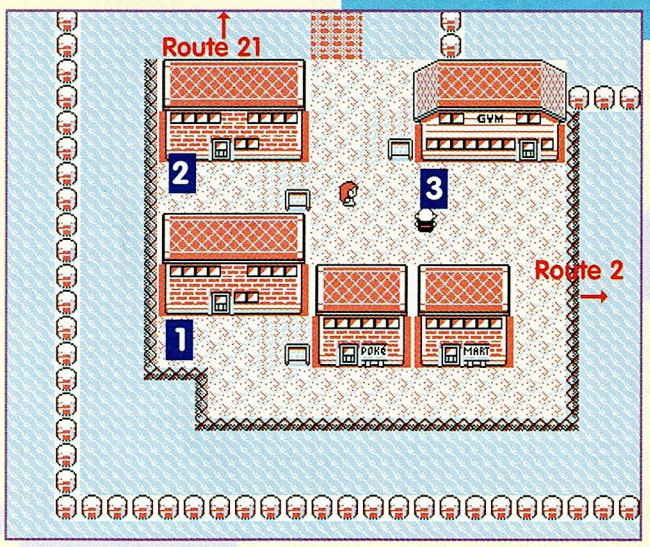
Floating in the middle of the sea west of Seafoam Islands is tiny Cinnabar Island. There may not be much land there, but the action can overwhelm you. Cinnabar is renowned as a place for Pokémon research. Head to the Pokémon Lab and check out the new research. Or, if you have time, look at the abandoned research facilities in the Pokémon House. You might even learn about new species of Pokémon.

Pokémon

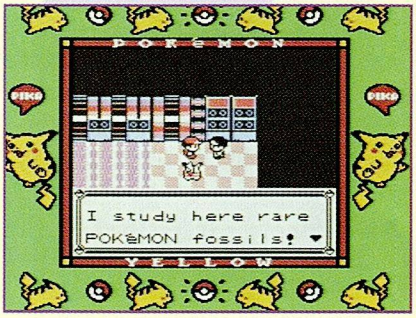
NAME	R	B	Y
Tentacool	—	—	
Shellder	X	X	—
Horsea	X	X	—
Goldeen	X	X	—
Staryu	X	X	X

Poké Mart

ITEM	PRICE
Ultra Ball	1200
Great Ball	600
Super Potion	1500
Max Repel	700
Escape Rope	550
Full Heal	600
Revive	1500



1. The Pokémon Lab



Give this man your Fossils and he'll bring the prehistoric Pokémon back to life.

Inside the Lab you'll find lots of people buzzing about Pokémon research. They use the room at the far end to research fossils. Go get the fossils from Pewter City and Mt. Moon and let the scientist look at them. He may be able to revive them ....

Keep on the lookout for traders. Some might have something you're looking for.

2. Pokémon House

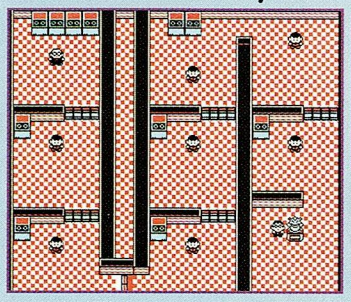
This once-ornate center of Pokémon learning has fallen into disuse, and now Burglars roam about looking for things to steal. It wouldn't be worth the risk to enter, were it not for a certain key that lies within.

3. Cinnabar Island Gym

Where's the key?

The door is locked! Find the key and battle your way through the halls full of Trainers to find the reclusive Blaine.

Gym Leader Lowdown Number 7: Blaine at the Cinnabar Island Gym



Blaine

Blaine tries as hard as he can to keep the public away. He's locked the door with a well-hidden key, and you must fight Trainer after Trainer to reach the final barricade! While you do that, you'll have plenty of time to determine a strategy against Fire Pokémon. Consider using a Water Pokémon or Ground/Rock Pokémon, if you have one handy.

In *Pokémon Red, Blue,* and *Yellow,* Blaine is also the Quizmaster! Investigate the computer terminals near each door and answer the questions they ask you. If you answer correctly, you can pass to the next room without fighting the Junior Trainers (you can still choose to fight them, if you like).

Blaine is easy to defeat if you have some good strong Pokémon with you. A Gyarados or Blastoise works especially well against his Fire Pokémon. When he's defeated, Blaine gives you his Volcano Badge. This increases your Pokémon's skills! He also gives you TM38, which teaches a lucky Fire Pokémon the Fire Blast skill. That might come in handy against the Elite Four on Indigo Plateau.

Blaine's Pokémon Lineup (Y)

Ninetales LV48
Skills: **Confuse Ray**, **Flamethrower**, **Quick Attack**, **Tail Whip**

Rapidash LV50
Skills: **Fire Spin**, **Growl**, **Stomp**, **Take Down**

Arcanine LV54
Skills: **Fire Blast**, **Flamethrower**, **Reflect**, **Take Down**

Blaine's Pokémon Lineup (RB)

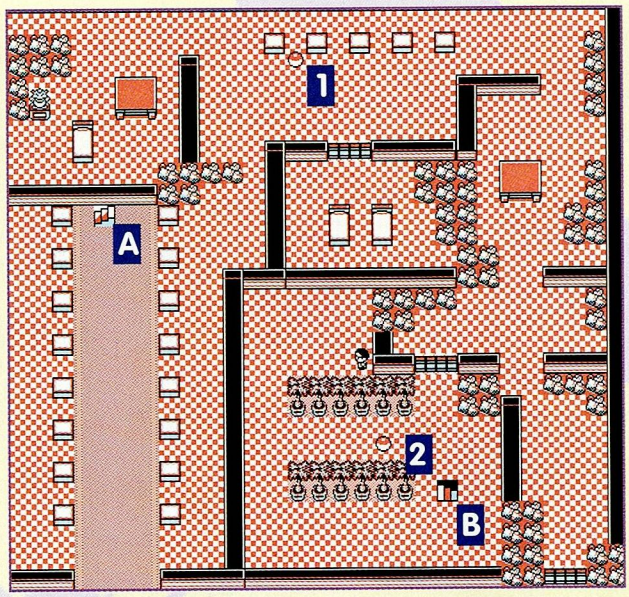
Growlithe LV42
Ponyta LV40
Rapidash LV42
Arcanine LV47

Pokémon House

This abandoned, rotting house now houses only a bunch of Poison and Fire Pokémon and Burglars. A **Secret Key** lies hidden somewhere around here, however.

Pokémon (1F)

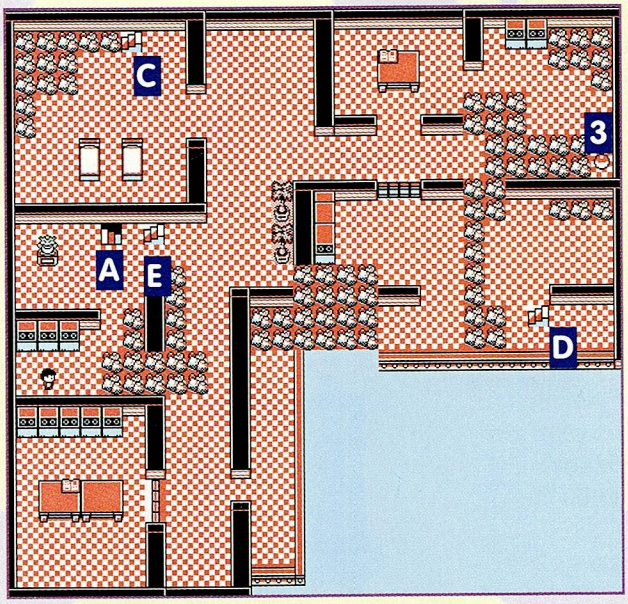
NAME	R	B	Y
Rattata	—	—	X
Raticate	—	—	X
Vulpix	—	X	—
Growlithe	X	—	X
Ponyta	X	X	—
Grimer	X	X	X
Muk	X	X	X
Koffing	X	X	—
Weezing	X	X	—



Pokémon House 1F

Pokémon (2F)

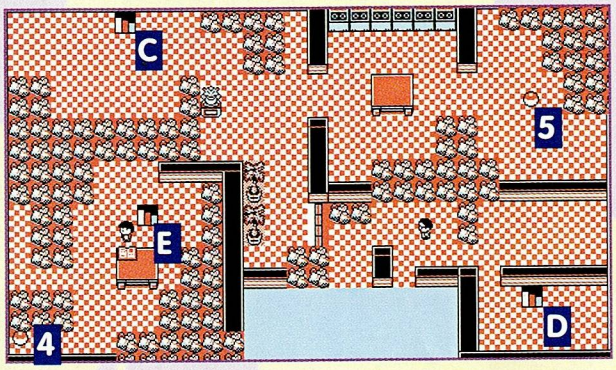
NAME	R	B	Y
Rattata	—	—	X
Raticate	—	—	X
Vulpix	—	X	—
Growlithe	X	—	—
Ponyta	X	X	—
Grimer	X	X	X
Muk	X	X	X
Koffing	X	X	—
Weezing	X	X	—



Pokémon House 2F

Pokémon (3F)

NAME	R	B	Y
Rattata	—	—	X
Raticate	—	—	X
Vulpix	—	X	—
Growlithe	X	—	—
Ponyta	X	X	—
Grimer	X	X	X
Muk	X	X	X
Koffing	X	X	—
Weezing	X	X	—
Magmar	—	X	—



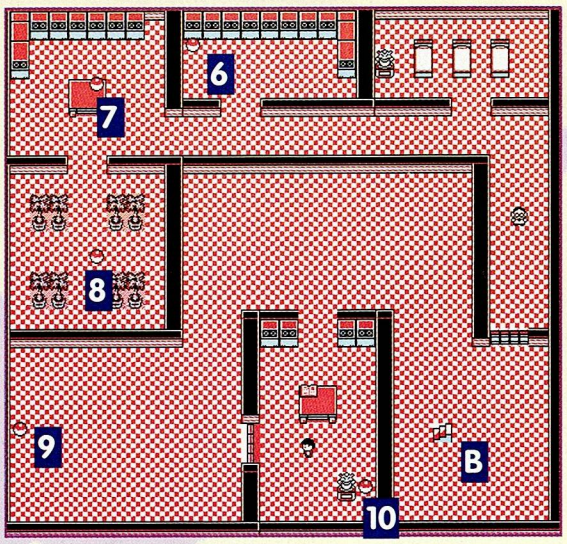
Pokémon House 3F

Pokémon (B1)

NAME	R	B	Y
Raticate	—	—	X
Vulpix	—	X	—
Growlithe	X	—	—
Ponyta	X	X	—
Grimer	X	X	X
Muk	X	X	X
Koffing	X	X	—
Weezing	X	X	—
Magmar	—	X	—
Ditto	—	—	X

Items

1. **Escape Rope**
2. **Carbos**
3. **Calcium**
4. **Max Potion**
5. **Iron**
6. **Rare Candy**
7. TM22 (**Solar Beam**)
8. **Secret Key**
9. **Full Restore**
10. TM14 (**Blizzard**)

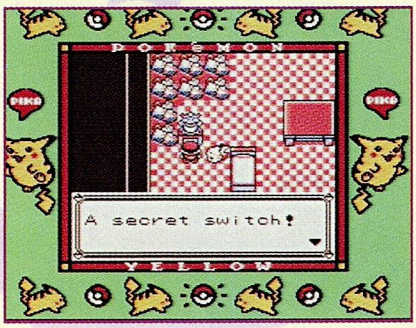


Pokémon House B1

Trainer Talk

Battling the Scientists and Burglars in this house serves as a good warm-up for Blaine and the Trainers at the Cinnabar Island Gym. If you can beat these Trainers easily, you'll do fine against Blaine.

Hidden Switches



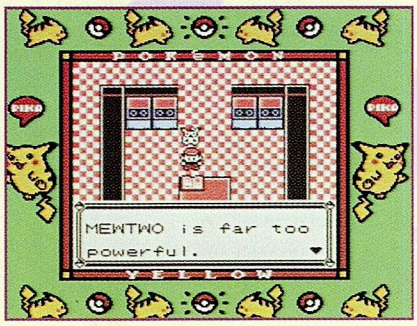
Go ahead, pull that switch!

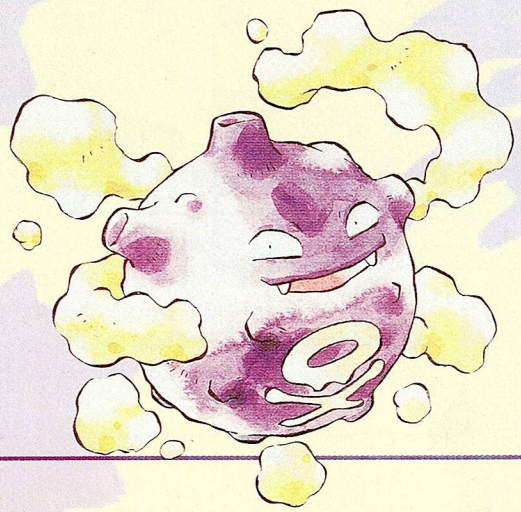
The statues conceal switches. If you pull a switch, some doors will open and others will close. One pull affects the entire house. (Remember that if you think you're stuck.)

No Stairs to the Basement

Well, *of course* the key is in the basement! But how are you going to get there? Guess you'll just have to jump—from the third floor, naturally! The open area left of the Scientist seems to be the fastest way down.

The basement holds the **Secret Key** and notes about two mysterious Pokémon!





Route 21

Once you surf this path, you'll have come full circle. The waterway takes you straight to Pallet Town, and from there it's a short journey to Viridian City (and the eighth Badge).

More Trainer Talk?

If you're tired of fighting, hug the wall to the left to stay out of the path of all the Trainers on this route. They're the usual lot of Swimmers, with a few Fishermen standing on piers in the middle of the water. Fight them if you think your Pokémon need the practice and experience, but if you're dying to get to the end, it's OK to skip them.

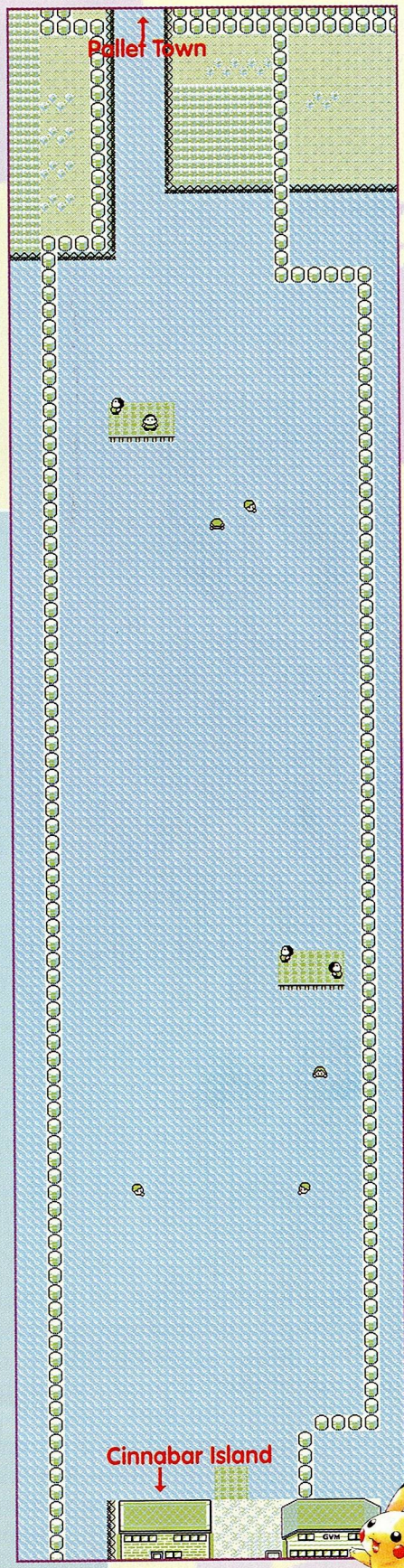
Pokémon

NAME	R	B	Y
Pidgey	X	X	X
Pigeotto	X	X	X
Rattata	X	X	X
Raticate	X	X	X
Tangela	X	X	—
Tentacool *	X	X	X

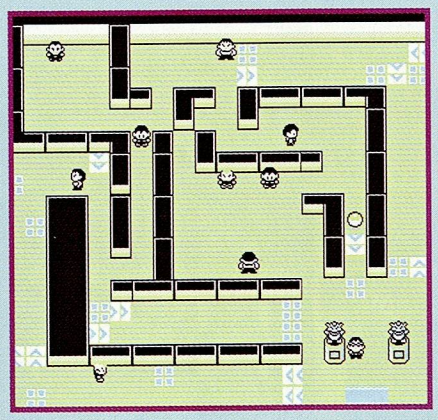
* Encountered while surfing.

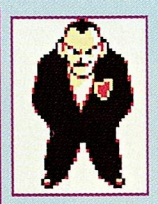
Pokémon

NAME	R	B	Y
Tentacool	—	—	X
Tentacruel	—	—	X
Shellder	X	X	—
Horsea	X	X	—
Goldeen	X	X	—
Staryu	X	X	X



Gym Leader Lowdown Number 8: Giovanni of the Viridian City Gym





Giovanni

After you've collected the first seven Badges, you'll find the door to the Viridian Gym unlocked. It's time to take on the final Gym Leader before you head off to Victory Road and the Elite Four.

Giovanni leads Team Rocket—and, boy, is he mad at you! All the Junior Trainers in his gym are dedicated to Ground Pokémon of the highest levels. When you pay this gym a visit on your way to the final confrontation at Indigo Plateau, make sure you have your best Water, Grass, or Ice Pokémon ready to go, and at pretty high levels. Giovanni's Pokémon are mean, and the twisty corridors and the transport pads make it easy for his Trainers to wear you down.

Thankfully, Giovanni's Pokémon haven't changed much since your last confrontation in Saffron City, so use the tactics you used there. If you win, you'll get the Earth Badge, which compels Pokémon of any level to obey your commands, and TM 27—the awesome **Fissure skill.**

Giovanni's Pokémon Lineup (Y)

Dugtrio L50
Skills: **Dig**, **Earthquake**, **Fissure**, **Sand Attack**

Persian L53
Skills: **Double Team**, **Fury Swipes**, **Screech**, **Slash**

Nidoqueen L53
Skills: **Double Kick**, **Earthquake**, **Tail Whip**, **Thunder**

Nidoking L55
Skills: **Double Kick**, **Earthquake**, **Leer**, **Thunder**

Rhydon L55
Skills: **Earthquake**, **Fury Attack**, **Horn Drill**, **Rock Slide**

Giovanni's Pokémon Lineup (RB)

Rhyhorn LV45
Dugtrio LV42
Nidoqueen LV44
Nidoking LV45
Rhydon LV50

Route 22

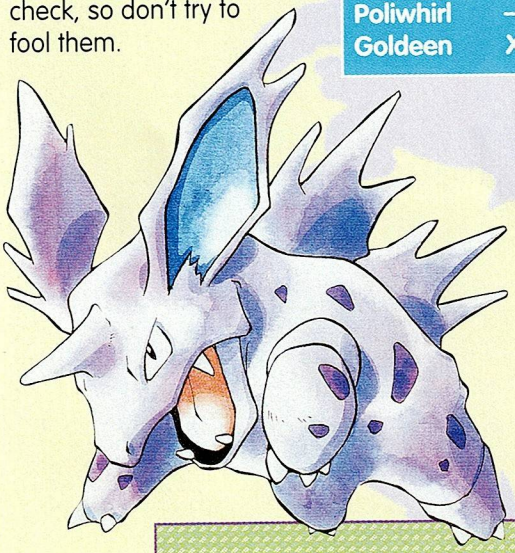
If this street is new to you, then you missed out on a good opportunity to catch some Nidoran early in the game. The entrance to Route 23 and Victory Road is at the end of the road. Before you can walk through the doors, you must possess all eight Badges. Guards posted along Route 23 will check, so don't try to fool them.

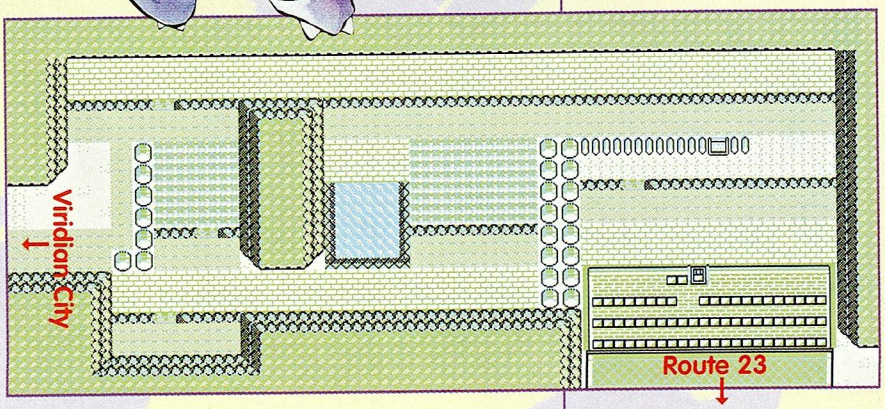
Pokémon

NAME	R	B	Y
Rattata	X	X	X
Spearow	X	X	X
Nidoran♂	X	X	X
Nidoran♀	X	X	X
Mankey	—	—	X

Pokémon

NAME	R	B	Y
Poliwag	X	X	X
Poliwhirl	—	—	X
Goldeen	X	X	—





Not *Him* Again!

Yes, once again you'll find your Rival lying in wait on this road. He's already fought the Elite Four, and wants to give you a taste of what's to come. Use this battle to gauge how well you'll fare against them yourself. If defeating your Rival is a struggle, level up your Pokémon some more.

Route 23

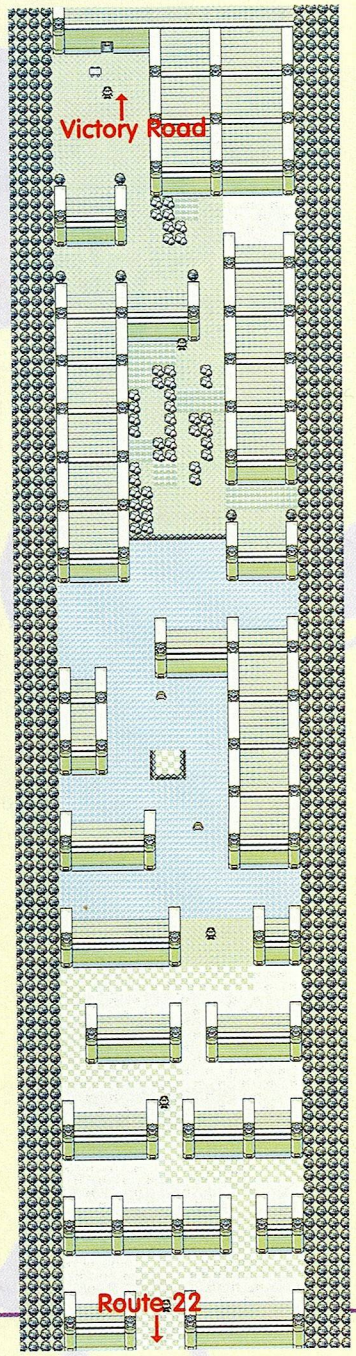
You made it! At the end of this long road lies the entrance to Victory Road and the Indigo Plateau. You'll find no Trainers here to spoil things, just lots of uncommon Pokémon wandering around. Check your list and see if you need any to complete your collection before you go up against the Elite Four.

Pokémon

NAME	R	B	Y
Poliwag	—	—	X
Poliwhirl	—	—	X
Seaking	X	X	—
Slowbro	X	X	—
Kingler	X	X	—
Seadra	X	X	—

Pokémon

NAME	R	B	Y
Spearow	X	X	X
Fearow	X	X	X
Ekans	X	—	—
Arbok	X	—	—
Sandshrew	—	X	—
Sandslash	—	X	—
Nidorino	—	—	X
Nidorina	—	—	X
Mankey	—	—	X
Primeape	—	—	X
Ditto	X	X	—



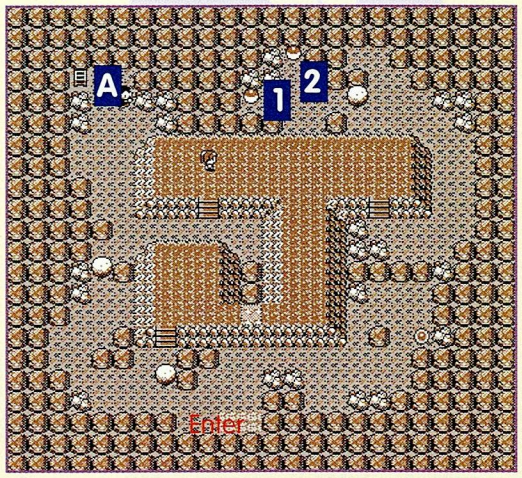
Victory Road

The Victory Road dungeon is the final proving ground for young Trainers who want to go up against the Elite Four. You'll face tough challenges here from both Trainers and puzzles. Before you leave and enter Indigo Plateau, try to catch another legendary bird—Moltres.

Pokémon (1F)

NAME	R	B	Y
Zubat	X	X	X
Golbat	X	X	—
Machop	X	X	—
Machoke	X	X	—
Geodude	X	X	X
Graveler	X	X	X
Onix	X	X	X
Marowak	X	X	—

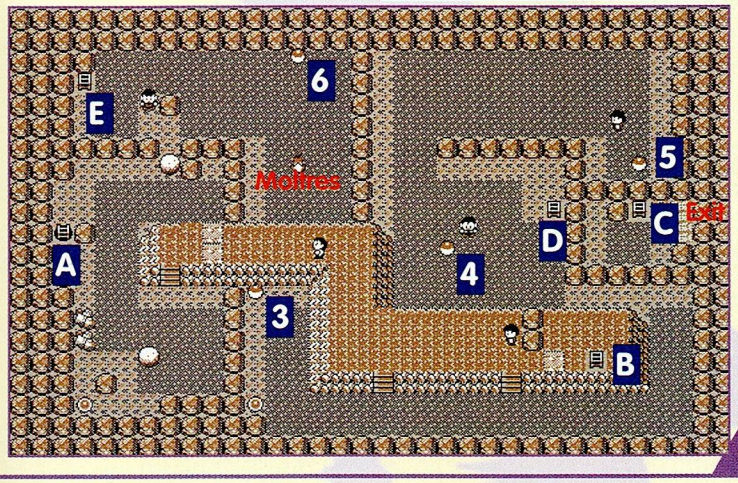
Victory Road 1F



Pokémon

NAME	R	B	Y
Zubat	X	X	X
Golbat	X	X	X
Machop	X	X	X
Machoke	X	X	X
Geodude	X	X	X
Graveler	X	X	X
Onix	X	X	X
Marowak	X	X	X
Moltres	X	X	X

Victory Road 2F



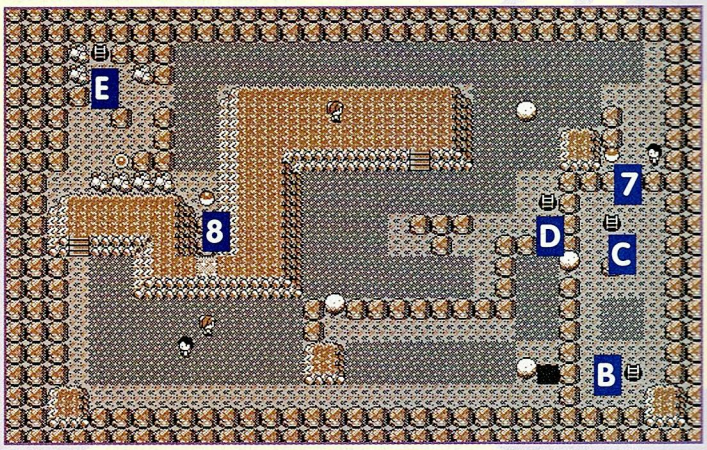
Items

1. **Rare Candy**
2. TM43 (**Sky Attack**)
3. TM05 (**Mega Kick**)
4. **Full Heal**
5. TM17 (**Submission**)
6. **Guard Spec.**
7. **Max Revive**
8. **Full Restore**

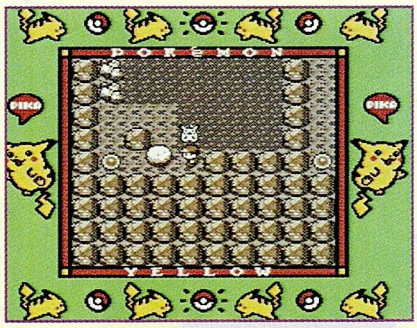
Pokémon (3F)

NAME	R	B	Y
Zubat	X	X	—
Golbat	X	X	—
Venomoth	X	X	—
Machop	X	X	—
Machoke	X	X	X
Geodude	X	X	X
Graveler	X	X	X
Onix	X	X	X

Victory Road 3F



Boulder + Pressure Plate = ?



Push the boulders onto the round buttons to open the doors!

The pressure plates hold the stone doors open, but you can't be in two places at once. Try pushing the boulders over onto the pressure plates to hold them open.

Two Routes

Two routes are available to you in Victory Road. Stairs A, B, and C take you to the exit; stairs D and E take you to Moltres' lair.

Moltres

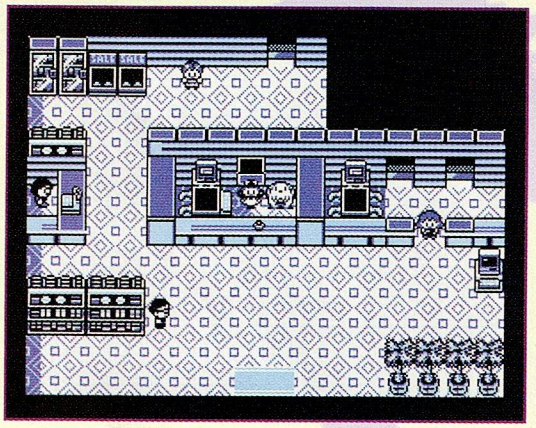
This legendary flame bird is just as hard to catch as the ice bird Articuno was in the Seafoam Islands. Use the same techniques to weaken and capture it and you should be fine. Remember to save before you approach this one!

Indigo Plateau

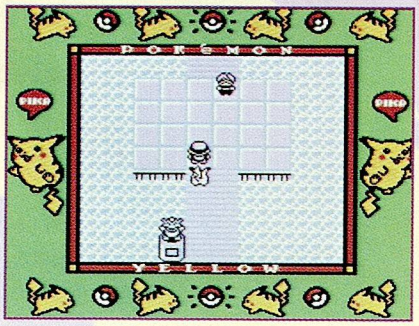
Finally—the end! Were you expecting a full-fledged city? Indigo Plateau combines the best of a Poké Mart with all the conveniences of a Pokémon Center. You can heal your Pokémon and buy the most powerful Potions here before your big encounter with the Elite Four.

Poké Mart

ITEM	PRICE
Ultra Ball	1200
Great Ball	600
Full Restore	3000
Max Potion	2500
Full Heal	600
Revive	1500
Max Repel	700



Lorelei: Master Trainer of Water Pokémon



Lorelei probably is the easiest of the Elite Four, and that's not saying much. Use Electric or Grass Pokémon and you'll be fine. It's a good thing you've had so much practice.

Lorelei's Lineup (RBY)

Dewgong LV54
Skills: **Aurora Beam**, **Bubble Beam**, **Rest**, **Take Down**

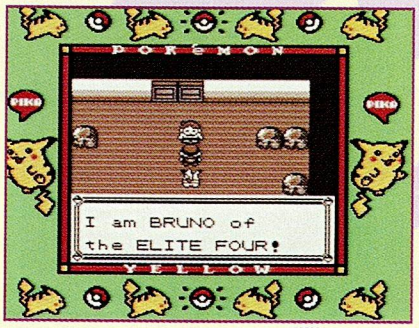
Cloyster LV53
Skills: **Clamp**, **Ice Beam**, **Spike Cannon**, **Supersonic**

Slowbro LV54
Skills: **Amnesia**, **Psychic**, **Surf**, **Withdraw**

Jynx LV56
Skills: **Double Slap**, **Ice Beam**, **Lovely Kiss**, **Thrash**

Lapras LV56
Skills: **Blizzard**, **Body Slam**, **Confuse Ray**, **Hydro Pump**

Bruno: Master Trainer of Ground and Fighting Pokémon



These hard-core fighters aren't nearly as intimidating as they think they are. Attack them with Water, Fighting, or Psychic skills.

Bruno's Lineup (RBY)

Onix LV53
Skills: **Dig**, **Rock Slide**, **Screech**, **Slam**

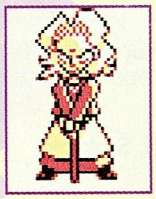
Hitmonchan LV55
Skills: **Double Team**, **Fire Punch**, **Ice Punch**, **Thunder Punch**

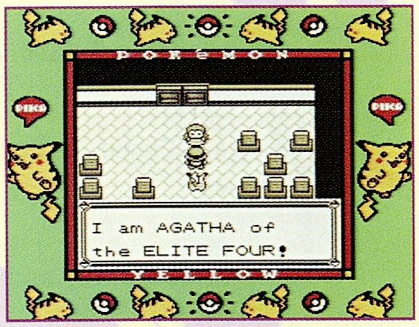
Hitmonlee LV55
Skills: **Double Kick**, **Double Team**, **Mega Kick**, **Hi Jump Kick**

Onix LV56
Skills: **Earthquake**, **Rock Slide**, **Screech**, **Slam**

Machamp LV58
Skills: **Karate Chop**, **Leer**, **Strength**, **Submission**

Agatha: Master Trainer of Ghost and Poison Pokémon





As you learned in the Pokémon Tower, Ghost Pokémon are no fun. Agatha's have a severe tendency to cast Confuse Ray and Nightshade, which make your Pokémon confused. Counter as best you can, using the techniques you developed in the Pokémon Tower.

Agatha's Lineup (RBY)

Gengar LV56
Skills: **Confuse Ray**, **Lick**, **Mega Drain**, **Substitute**

Golbat LV56
Skills: **Leech Life**, **Supersonic**, **Toxic**, **Wing Attack**

Haunter LV55
Skills: **Confuse Ray**, **Dream Eater**, **Hypnosis**, **Lick**

Arbok LV58
Skills: **Acid**, **Glare**, **Screech**, **Wrap**

Gengar LV60
Skills: **Confuse Ray**, **Dream Eater**, **Hypnosis**, **Psychic**

Lance: Master Trainer of Dragon Pokémon

Dragons are rarely seen in the world of Pokémon, so don't be surprised if you don't know how to handle them. Ice Pokémon seem effective against them, as are other Dragons. But any final-form Pokémon that has learned while leveling up or is outfitted with the Hyper Beam skill (from the Coin Exchange in Celadon City) should defeat these Pokémon with one stroke.

Lance's Lineup (RBY)

Gyarados LV58
Skills: **Dragon's Rage**, **Hydro Pump**, **Hyper Beam**, **Leer**

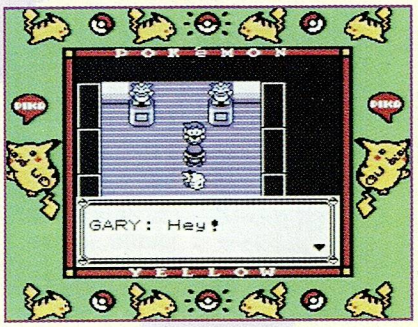
Dragonair LV56
Skills: **Hyper Beam**, **Slam**, **Thunder Bolt**, **Thunder Wave**

Dragonair LV56
Skills: **Bubble Beam**, **Hyper Beam**, **Ice Beam**, **Wrap**

Aerodactyl LV60
Skills: **Fly**, **Hyper Beam**, **Swift**, **Wing Attack**

Dragonite LV62
Skills: **Blizzard**, **Fire Blast**, **Hyper Beam**, **Thunder**

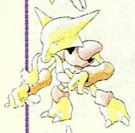
Final Battle Against Your Rival



The Pokémon your Rival chose at the beginning of the game determines the lineup he'll have here at the end. Your Rival has collected a well-rounded band of Pokémon, including all major groups (Psychic, Fight, Ground, Water, Fire, and Grass). You'll want to have a troop of Pokémon that can counter them. This is probably the game's toughest fight, so remember all you've learned.

Rival's Lineup (Y), Basic Three

Sandslash LV61
Skills: **Earthquake**, **Fury Swipes**, **Poison Sting**, **Slash**



Alakazam LV59
Skills: **Kinesis**, **Psybeam**, **Psychic**, **Recover**

Exeggutor LV61
Skills: **Barrage**, **Hypnosis**, **Leech Seed**, **Stomp**

Rival's Lineup (Y), Pattern A*

Cloyster L61
Skills: **Aurora Beam**, **Clamp**, **Ice Beam**, **Spike Cannon**

Ninetales L63
Skills: **Confuse Ray**, **Fire Spin**, **Quick Attack**, **Tail Whip**

Jolteon L65
Skills: **Pin Missile**, **Quick Attack**, **Thunder**, **Thunder Wave**

* If you defeated your Rival at Professor Oak's Lab and on Route 22 at the start of the game.

Rival's Lineup (Y), Pattern B*

Magnemite LV61
Skills: **Screech**, **Swift**, **Thunder Bolt**, **Thunder Wave**

Cloyster LV63
Skills: **Aurora Beam**, **Clamp**, **Ice Beam**, **Spike Cannon**

Flareon LV65
Skills: **Fire Spin**, **Flamethrower**, **Quick Attack**, **Reflect**

* If you defeat your Rival at Professor Oak's Lab, but lose or skip the battle on Route 22 at the start of the game.

Rival's Lineup (Y), Pattern C*

Ninetales LV61
Skills: **Confuse Ray**, **Fire Spin**, **Quick Attack**, **Tail Whip**

Magnemite LV63
Skills: **Screech**, **Swift**, **Thunder Bolt**, **Thunder Wave**

Vaporeon LV65
Skills: **Aurora Beam**, **Hydro Pump**, **Mist**, **Quick Attack**

* If you lose to your Rival at Professor Oak's Lab, and lose or skip the battle on Route 22 at the start of the game.

Rival's Lineup (RB)

Pidgeot LV61
Alakazam LV59
Rhydon LV61

PATTERN A	PATTERN B	PATTERN C
Arcanine LV61	Arcanine LV63	Charizard LV65
Exeggutor LV63	Venusaur LV65	Exeggutor LV61
Blastoise LV65	Gyarados LV61	Gyarados LV63

Aftermath

So the game ends. But does it really? You still have lots of Pokémon to collect, and you haven't even explored the Unknown Dungeon.

Take heart. Once you finish this battle, your game is saved and restarts back at your house in Pallet Town. From there you can roam the world freely, collecting as many Pokémon as you want. You can even take on the Elite Four as many times as you like. (It's a great way to level up your Pokémon!)

Power Plant

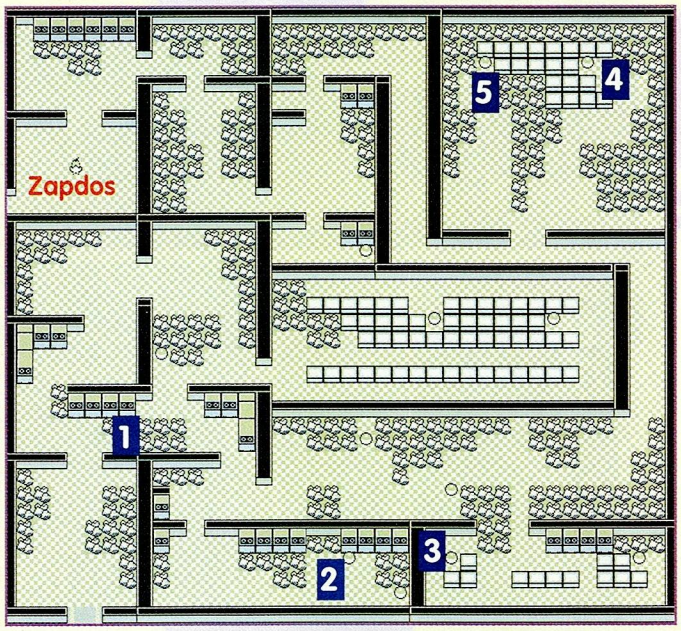
You can access the Power Plant once you've learned the **Surf** ability. Inside you'll find numerous Electric Pokémon and the third of the bird trio—the legendary Zapdos.

Pokémon

NAME	R	B	Y
Pikachu	X	X	—
Raichu	—	X	—
Magnemite	X	X	X
Magneton	X	X	X
Grimer	—	—	X
Muk	—	X	X
Voltorb	X	X	X
Electabuzz	X	—	—

Items

1. **Carbos**
2. TM33 (Reflect)
3. TM25 (Thunder)
4. **Rare Candy**
5. **HP Up**



Item Ball or Voltorb?

It's hard to tell the difference, isn't it? You can only really tell when you pick one up. If it comes to life, you guessed wrong.

Zapdos

Just before the Power Plant exit, you'll encounter the Electric bird, Zapdos. If you're a fan of Electric Pokémon, be sure to add this bird to your collection. Save before you approach, and capture it using the techniques you used with the rest of the bird trio.

Unknown Dungeon

The final dungeon becomes accessible only after you complete a bout against the Elite Four and finish the game. Then the sentry blocking your way leaves, and the Unknown Dungeon becomes your playground.

Lots of rare Wild Pokémon run around here, so stock up on Ultra Balls, and happy hunting!

Warning: High-Level Pokémon!

Cerulean Cave is known for its powerful and dangerous Pokémon. Their experience levels start at LV50. (The Mewtwo in the basement is a tough LV70!)

Mewtwo

You read about it in the Pokémon House on Cinnabar Island. Now it stares you in the face. You could capture it as you did the bird trio, or just use your **Master Ball**, instead.

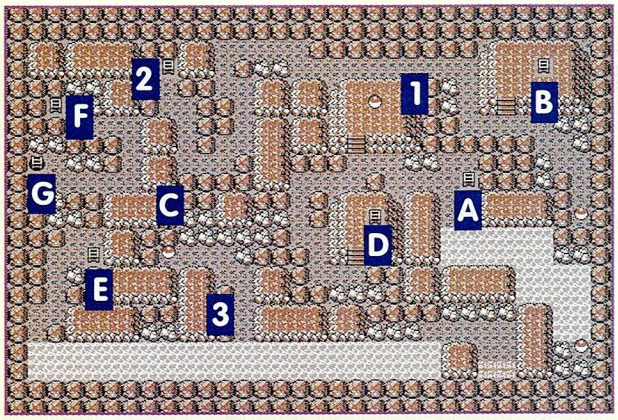
Unknown Dungeon (Red and Blue)

Pokémon (1F)

NAME	R	B
Wigglytuff	X	X
Venomoth	X	X
Kadabra	X	X
Dodrio	X	X
Electrode	X	X
Marowak	X	X
Rhydon	X	X
Chansey	X	X
Ditto	X	X

Items

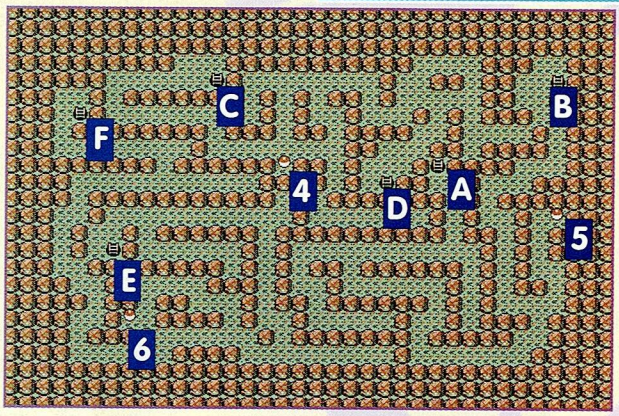
1. **Max Ether**
2. **Nugget**
3. **Full Restore**
4. **Full Restore**
5. **PP Up**
6. **Ultra Ball**
7. **Max Revive**
8. **Ultra Ball**



Unknown Dungeon 1F

Pokémon (2F)

NAME	R	B
Arbok	X	—
Raichu	X	X
Sandslash	—	X
Golbat	X	X
Parasect	X	X
Venomoth	X	X
Kadabra	X	X
Magneton	X	X
Dodrio	X	X
Hypno	X	X
Ditto	X	X



Unknown Dungeon 2F

Pokémon

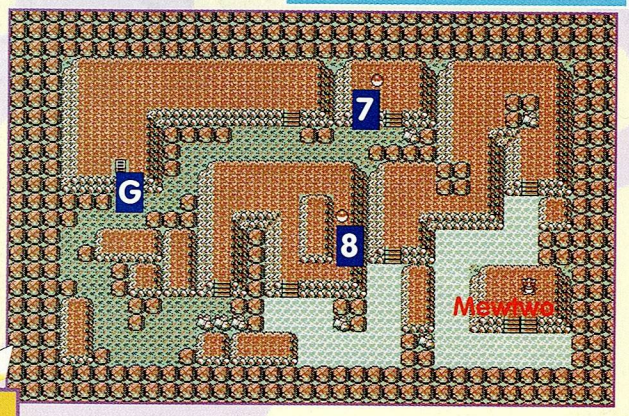
NAME	R	B
Slowbro	X	X
Kingler	X	X
Seadra	X	X
Seaking	X	X

Pokémon (B1)

NAME	R	B
Arbok	X	—
Raichu	X	X
Sandslash	—	X
Parasect	X	X
Electrode	X	X
Marowak	X	X
Rhydon	X	X
Chansey	X	X
Ditto	X	X

* Mewtwo is in the Yellow version

Unknown Dungeon B1



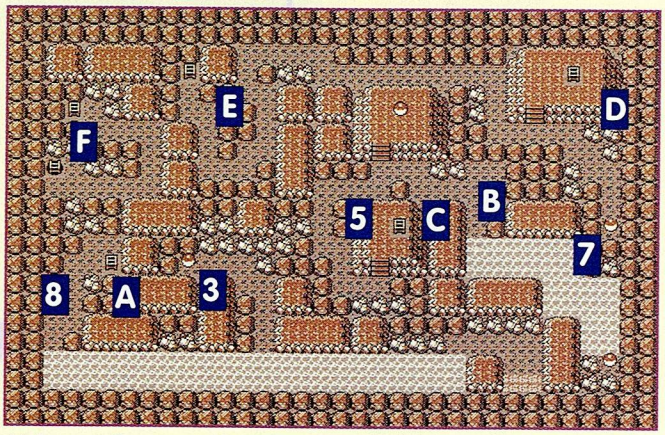
Unknown Dungeon (Yellow)

Pokémon (1F)

NAME	Y
Sandslash	X
Golbat	X
Gloom	X
Weepinbell	X
Graveler	X
Rhyhorn	X
Rhydon	X
Ditto	X

Items

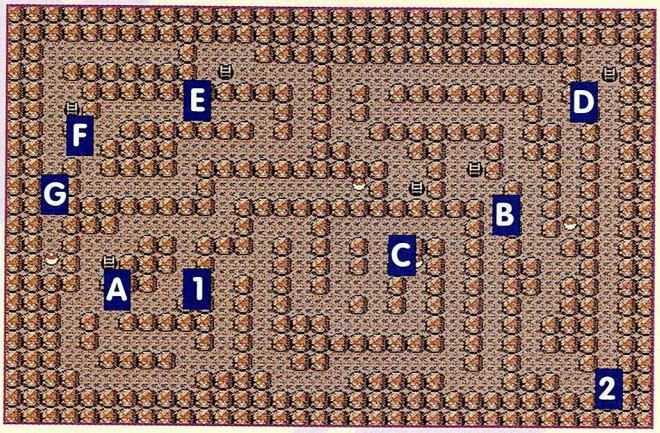
1. Max Ether
2. Rare Candy
3. Ultra Ball
4. Max Revive
5. Ultra Ball
6. Max Revive
7. Full Restore
8. Rare Candy
9. PP Up
10. Ultra Ball
11. Max Revive
12. Ultra Ball



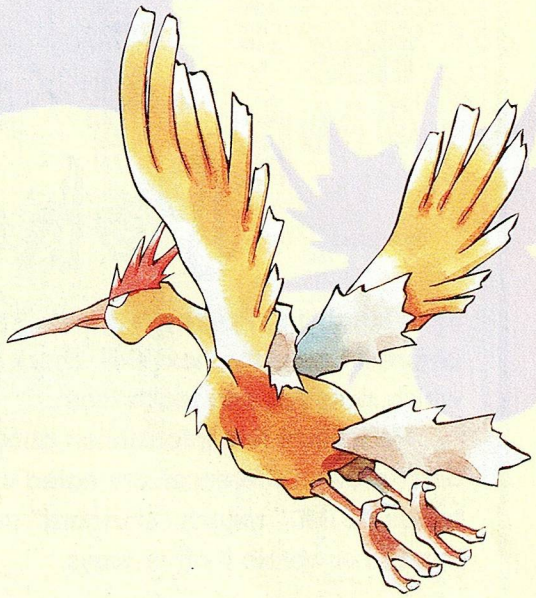
Unknown Dungeon 1F

Pokémon (2F)

NAME	Y
Sandslash	X
Golbat	X
Gloom	X
Parasect	X
Venomoth	X
Weepinbell	X
Graveler	X
Ditto	X



Unknown Dungeon 2F

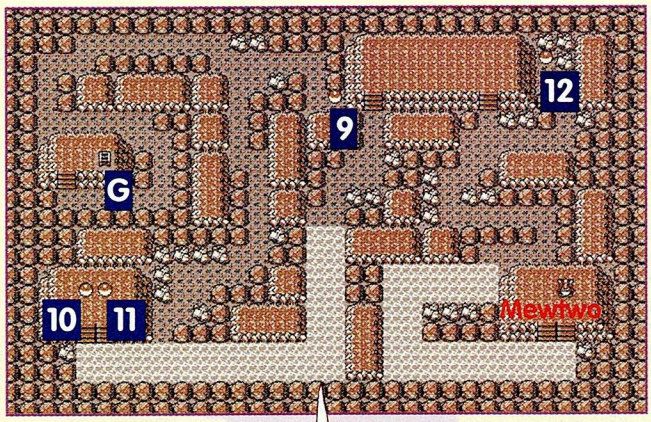


Pokémon (Y)

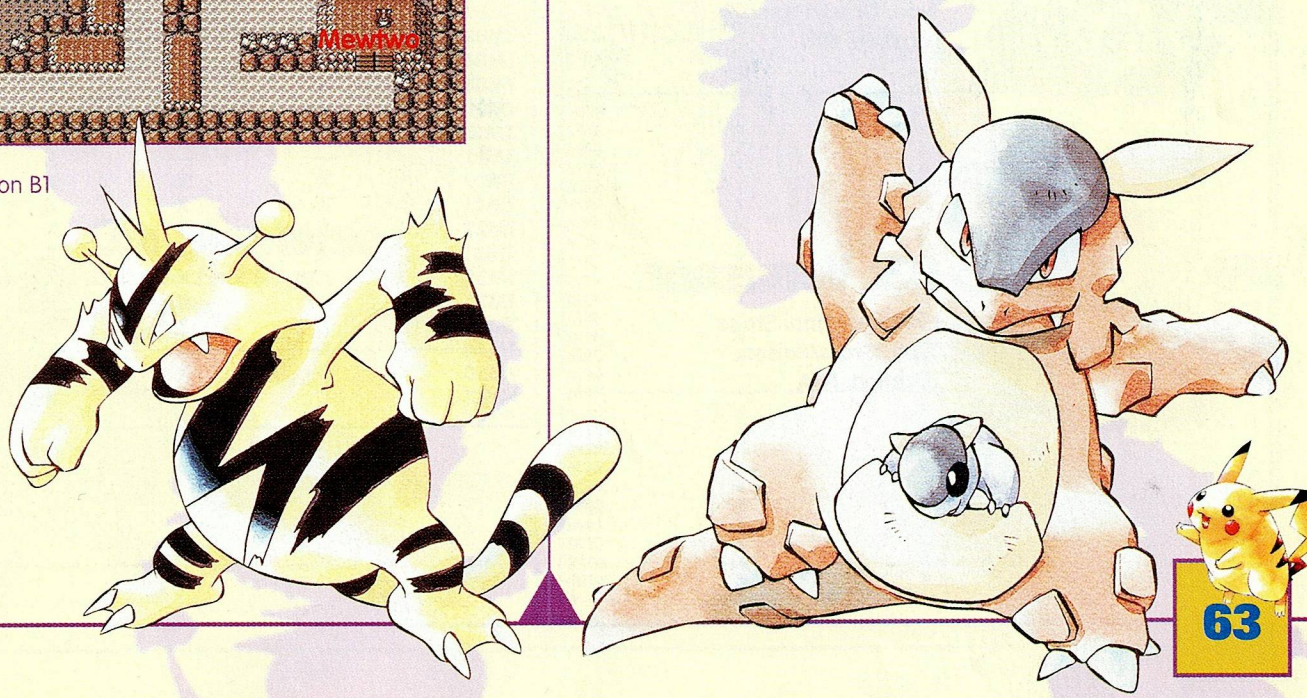
NAME	Y
Goldeen	X
Seaking	X

Pokémon (B1)

NAME	Y
Golbat	X
Graveler	X
Lickitung	X
Rhyhorn	X
Rhydon	X
Chansey	X
Ditto	X
Mewtwo	X



Unknown Dungeon B1



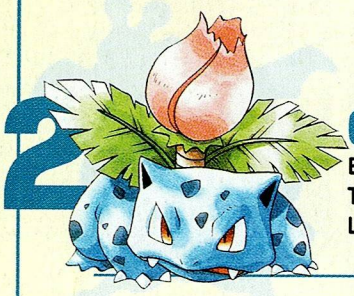
The Complete Pokédex

Looking for information about any Pokémon? Look no further! The sections that follow provide all available information about each of the 150 creatures inhabiting Pokémon Island. If you want to know when a certain Pokémon Evolves or how long it will be before it learns the next skill, check here. "The Complete Pokédex" also tells you where to find Pokémon and which skills you can teach them.

Here you'll find information about the Pokémon that appear in all three versions of the game (Red, Blue, and Yellow). Differences are noted using the following codes: R (Red), B (Blue), Y (Yellow). In the Learned Skills tables, "STND" means "standard" and refers to skills that a Pokémon is guaranteed to start with when you capture or obtain it other ways.

01: Bulbasaur

Evolution: Ivysaur (LV 16)
Type: Grass/Poison
Location: Professor Oak's Lab (RB); home in Cerulean City (Y)



02: Ivysaur

Evolution: Venusaur (LV 32)
Type: Grass/Poison
Location: N/A

03: Venusaur

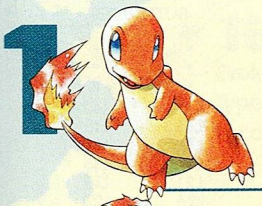
Evolution: Final Stage
Type: Grass/Poison
Location: N/A

Learned Skills

SKILL	TYPE	BULBASAUR RBY	IVYSAUR RBY	VENUSAUR RBY
Tackle	Normal	STND	STND	STND
Growl	Normal	STND	STND	STND
Leech Seed	Grass	L7	L7	L7
Vine Whip	Grass	L13	L13	L13
Poison Powder	Poison	L20	L22	L22
Razor Leaf	Grass	L27	L30	L30
Growth	Normal	L34	L38	L43
Sleep Powder	Grass	L41	L46	L55
Solar Beam	Grass	L48	L54	L65

Technical Machines

NUMBER	BULBASAUR RBY	IVYSAUR RBY	VENUSAUR RBY
TM03	X	X	X
TM06	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM20	X	X	X
TM21	X	X	X
TM22	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM44	X	X	X
TM50	X	X	X
HM01	X	X	X

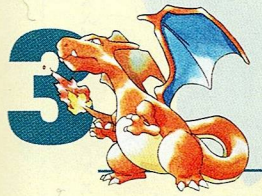


04: Charmander

Evolution: Charmeleon (LV 16)
Type: Fire
Location: Professor Oak's Lab (RB); man on Route 24 (Y)

05: Charmeleon

Evolution: Charizard (LV 36)
Type: Fire
Location: N/A



06: Charizard

Evolution: Final Stage
Type: Fire/Flying
Location: N/A

Learned Skills

SKILL	TYPE	CHARMANDER RBY	CHARMELEON RBY	CHARIZARD RBY
Scratch	Normal	STND	STND	STND
Growl	Normal	STND	STND	STND
Ember	Fire	L9	L9	L9
Leer	Normal	L15	L15	L15
Rage	Normal	L22	L24	L24
Slash	Normal	L30	L33	L36
Flamethrower	Fire	L38	L42	L46
Fire Spin	Fire	L46	L56	L55

Technical Machines

NUMBER	CHARMANDER RBY	CHARMELEON RBY	CHARIZARD RB	CHARIZARD Y
TM01	X	X	X	X
TM03	X	X	X	X
TM05	X	X	X	X
TM06	X	X	X	X
TM08	X	X	X	X
TM09	X	X	X	X
TM10	X	X	X	X
TM15	—	—	X	X
TM17	X	X	X	X
TM18	X	X	X	X
TM19	X	X	X	X
TM20	X	X	X	X
TM23	X	X	X	X
TM26	—	—	X	X
TM27	—	—	X	X
TM28	X	X	X	X
TM31	X	X	X	X
TM32	X	X	X	X
TM33	X	X	X	X
TM34	X	X	X	X
TM38	X	X	X	X
TM39	X	X	X	X
TM40	X	X	X	X
TM44	X	X	X	X
TM50	X	X	X	X
HM01	X	X	X	X
HM02	—	—	—	X
HM04	X	X	X	X

07: Squirtle

Evolution: Wartortle (LV 16)
Type: Water
Location: Professor Oak's Lab (RB); Officer Jenny in Vermilion City (Y)

08: Wartortle

Evolution: Blastoise (LV 36)
Type: Water
Location: N/A

09: Blastoise

Evolution: Final Stage
Type: Water
Location: N/A

Learned Skills

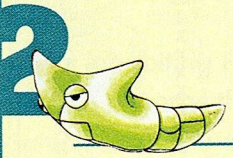
SKILL	TYPE	SQUIRTLE RBY	WARTORTLE RBY	BLASTOISE RBY
Tackle	Normal	STND	STND	STND
Tail Whip	Normal	STND	STND	STND
Bubble	Water	L8	L8	L8
Water Gun	Water	L15	L15	L15
Bite	Normal	L22	L24	L24
Withdraw	Water	L28	L31	L31
Skull Bash	Normal	L35	L39	L42
Hydro Pump	Water	L42	L47	L52

Technical Machines

NUMBER	SQUIRTLE RBY	WARTORTLE RBY	BLASTOISE RBY
TM01	X	X	X
TM05	X	X	X
TM06	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM11	X	X	X
TM12	X	X	X
TM13	X	X	X
TM14	X	X	X
TM15	—	—	X
TM17	X	X	X
TM18	X	X	X
TM19	X	X	X
TM20	X	X	X
TM26	—	—	X
TM27	—	—	X
TM28	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM40	X	X	X
TM44	X	X	X
TM50	X	X	X
HM03	X	X	X
HM04	X	X	X

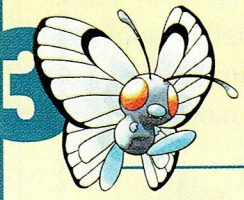
10: Caterpie

Evolution: Metapod (LV 7)
Type: Bug
Location: Viridian Forest; routes 2, 24, and 25 (RB); Viridian Forest (Y)



11: Metapod

Evolution: Butterfree (LV 10)
Type: Bug
Location: Viridian Forest; routes 2, 24, and 25 (RB); Viridian Forest (Y)



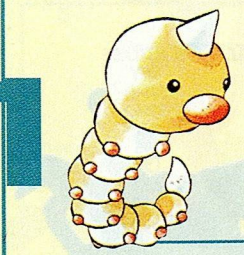
12: Butterfree

Evolution: Final Form
Type: Bug/Flying
Location: N/A

SKILL	TYPE	CATERPIE RBY	METAPOD RB	METAPOD Y	BUTTERFREE RB	BUTTERFREE Y
Tackle	Normal	STND	*	*	*	*
String Shot	Bug	STND	*	*	*	*
Harden	Normal	—	L7	L7	*	*
Confusion	Psychic	—	—	—	L12	L10
Poison Powder	Poison	—	—	—	L15	L13
Stun Spore	Grass	—	—	—	L16	L14
Sleep Powder	Grass	—	—	—	L17	L15
Supersonic	Normal	—	—	—	L21	L18
Whirlwind	Normal	—	—	—	L26	L23
Gust	Normal	—	—	—	—	L28
Psybeam	Psychic	—	—	—	L32	L34

*A captured Metapod (and, by extension, a Butterfree) can't learn Tackle or String Shot.

NUMBER	CATERPIE RBY	METAPOD RBY	BUTTERFREE RB	BUTTERFREE Y
TM02	—	—	X	X
TM04	—	—	X	X
TM06	—	—	X	X
TM09	—	—	X	X
TM10	—	—	X	X
TM15	—	—	X	X
TM20	—	—	X	X
TM21	—	—	X	X
TM22	—	—	X	X
TM29	—	—	X	X
TM30	—	—	X	X
TM31	—	—	X	X
TM32	—	—	X	X
TM33	—	—	X	X
TM34	—	—	X	X
TM39	—	—	X	X
TM44	—	—	X	X
TM46	—	—	X	X
TM50	—	—	X	X
HM04	—	—	—	X

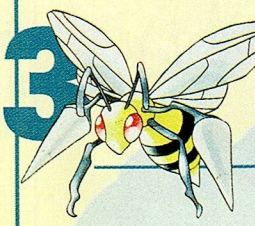


13: Weedle

Evolution: Kakuna (LV 7)
Type: Bug/Poison
Location: Viridian Forest; routes 2, 24, and 25 (RB)

14: Kakuna

Evolution: Beedrill (LV 10)
Type: Bug/Poison
Location: Viridian Forest; routes 2, 24, and 25 (RB)



15: Beedrill

Evolution: Final Form
Type: Bug/Poison
Location: N/A

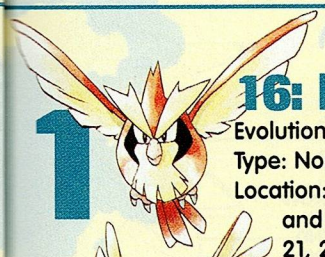
Learned Skills

SKILL	TYPE	WEEDLE RB	KAKUNA RB	BEEDRILL RB
Poison Sting	Poison	STND	*	*
String Shot	Bug	STND	*	*
Harden	Normal	—	*	*
Fury Attack	Normal	—	—	L12
Focus Energy	Normal	—	—	L16
Twineedle	Bug	—	—	L20
Rage	Normal	—	—	L25
Pin Missile	Bug	—	—	L30
Agility	Psychic	—	—	L35

* A captured Kakuna (and, by extension, Beedrill) can't learn Poison Sting or String Shot. Also, a Kakuna raised from a Weedle won't learn Harden.

Technical Machines

NUMBER	WEEDLE RB	KAKUNA RB	BEEDRILL RB
TM03	—	—	X
TM06	—	—	X
TM09	—	—	X
TM10	—	—	X
TM15	—	—	X
TM20	—	—	X
TM21	—	—	X
TM31	—	—	X
TM32	—	—	X
TM33	—	—	X
TM34	—	—	X
TM39	—	—	X
TM40	—	—	X
TM44	—	—	X
TM50	—	—	X
HM01	—	—	X



16: Pidgey

Evolution: Pidgeotto (LV 18)
Type: Normal/Flying
Location: Routes 1, 2, 3, 5, 6, 7, 8, 12, 14, 15, 24, and 25 (RB); routes 1, 2, 5, 6, 7, 8, 11, 12, 13, 21, 24, 25, and Viridian Forest (Y)

17: Pidgeotto

Evolution: Pidgeot (LV 36)
Type: Normal/Flying
Location: Routes 14, 15, and 21 (RB); routes 5, 6, 7, 8, 11, 12, 13, 14, 15, 21, 24, 25, and Viridian Forest (Y)

18: Pidgeot

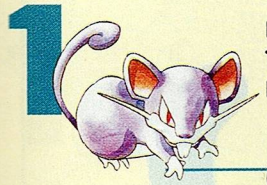
Evolution: Final Form
Type: Normal/Flying
Location: N/A

Learned Skills

SKILL	TYPE	PIDGEY RBY	PIDGEOTTO RBY	PIDGEOT RBY
Gust	Flying	STND	STND	STND
Sand Attack	Normal	L5	L5	L5
Quick Attack	Normal	L12	L12	L12
Whirlwind	Normal	L19	L21	L21
Wing Attack	Flying	L28	L31	L31
Agility	Psychic	L36	L40	L44
Mirror Move	Flying	L44	L49	L54

Technical Machines

NUMBER	PIDGEY RBY	PIDGEOTTO RBY	PIDGEOT RBY
TM02	X	X	X
TM03	X	X	X
TM06	X	X	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM20	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM39	X	X	X
TM43	X	X	X
TM44	X	X	X
TM50	X	X	X
HM02	X	X	X



19: Rattata

Evolution: Raticate (LV 20)
Type: Normal
Location: Routes 1, 2, 4, 9, 10, 16, 17, 18, 21, and 22 (RB); routes 1 through 11, 16, 18, 21, 22, and Pokémon Mansion (Y)

20: Raticate

Evolution: Final Form
Type: Normal
Location: Routes 16, 17, 18, and 21 (RB); routes 9, 10, 11, 16, 18, 21, and Pokémon Mansion (Y)

Learned Skills

SKILL	TYPE	RATTATA RBY	RATICATE RBY
Tackle	Normal	—	—
Tail Whip	Normal	—	—
Quick Attack	Normal	L7	L7
Hyper Fang	Normal	L14	L14
Focus Energy	Normal	L23	L27
Super Fang	Normal	L34	L41

Technical Machines

NUMBER	RATTATA RBY	RATICATE RBY
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	—	X
TM14	X	X
TM15	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X

21: Spearow

Evolution: Fearow (LV 20)
Type: Normal/Flying
Location: Routes 3, 4, 9, 10, 11, 16, 17, 18, 22, and 23

22: Fearow

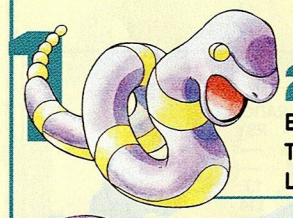
Evolution: Final Stage
Type: Normal/Flying
Location: Routes 17, 18, and 23

Learned Skills

SKILL	TYPE	SPEAROW RBY	FEAROW RBY
Peck	Flying	STND	STND
Growl	Normal	STND	STND
Leer	Normal	L9	L9
Fury Attack	Normal	L15	L15
Mirror Move	Flying	L22	L25
Drill Peck	Flying	L29	L34
Agility	Psychic	L36	L43

Technical Machines

NUMBER	SPEAROW RBY	FEAROW RBY
TM02	X	X
TM04	X	X
TM06	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM43	X	X
TM44	X	X
TM50	X	X
HM02	X	X



23: Ekans

Evolution: Arbok (LV 22)
Type: Poison
Location: Routes 4, 8, 9, 10, 11, and 23 (R)

24: Arbok

Evolution: Final Stage
Type: Poison
Location: Route 23 and Unknown Dungeon (R)

Learned Skills

SKILL	TYPE	EKANS R	ARBOK R
Wrap	Normal	STND	STND
Leer	Normal	STND	STND
Poison Sting	Poison	L10	L10
Bite	Normal	L17	L17
Glare	Normal	L24	L27
Screech	Normal	L31	L36
Acid	Poison	L38	L47

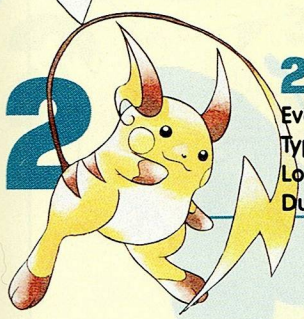
Technical Machines

NUMBER	EKANS R	ARBOK R
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM21	X	X
TM26	X	X
TM27	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM40	X	X
TM44	X	X
TM48	X	X
TM50	X	X
HM04	X	X

25: Pikachu

Evolution: Raichu (Thunder Stone)*
Type: Electric
Location: Viridian Forest and Power Plant (RB); Professor Oak's Lab (Y)

* Pikachu can't evolve into Raichu in the Yellow version of Pokémon.



26: Raichu

Evolution: Final Form
Type: Electric
Location: Power Plant and Unknown Dungeon (RB)

Learned Skills

SKILL	TYPE	PIKACHU RB	PIKACHU Y	RAICHU RB
Thundershock	Electric	STND	STND	STND
Growl	Normal	STND	STND	STND
Tail Whip	Normal	—	L9	—
Thunder Wave	Electric	L9	L8	*
Quick Attack	Normal	L16	L11	—
Double Team	Normal	—	L15	—
Slam	Normal	—	L20	—
Swift	Normal	L26	—	—
Thunder Bolt	Electric	—	L26	—
Agility	Psychic	L33	L33	—
Thunder	Electric	—	L50	—

* A captured Raichu has Thunder Wave as a Standard attack. A Raichu evolved from a Pikachu, however, won't learn this skill.

Technical Machines

NUMBER	PIKACHU RBY	RAICHU RB
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM16	X	X
TM17	X	X
TM19	X	X
TM20	X	X
TM24	X	X
TM25	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM45	X	X
TM50	X	X
HM05	X	X

27: Sandshrew

Evolution: Sandslash (LV 22)
Type: Ground
Location: Routes 4, 8, 9, 10, 11, and 23 (B); routes 3 and 4 and Mt. Moon (Y)

28: Sandslash

Evolution: Final Form
Type: Ground
Location: Route 23 and Unknown Dungeon (B); Unknown Dungeon (Y)

Learned Skills

SKILL	TYPE	SANDSHREW BY	SANDSLASH BY
Scratch	Normal	STND	STND
Sand Attack	Normal	L10	L10
Slash	Normal	L17	L17
Poison Sting	Poison	L24	L27
Swift	Normal	L31	L36
Fury Swipes	Normal	L38	L47

Technical Machines

NUMBER	SANDSHREW BY	SANDSLASH BY
TM03	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM17	X	X
TM19	X	X
TM20	X	X
TM26	X	X
TM27	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM48	X	X
TM50	X	X
HM01	X	X
HM04	X	X

29: Nidoran♀

Evolution: Nidorina (LV 16)
Type: Poison
Location: Route 22 and the Safari Zone (B); routes 2, 9, 10, 22, and Safari Zone (Y)

30: Nidorina

Evolution: Nidoqueen (Moon Stone)
Type: Poison
Location: Safari Zone and Coin Exchange in Celadon City (RB); routes 9, 23, and Safari Zone (Y)

31: Nidoqueen

Evolution: Final Form
Type: Poison/Ground
Location: N/A

Learned Skills

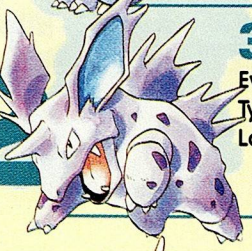
SKILL	TYPE	NIDORAN♀ RB	NIDORAN♀ Y	NIDORINA RB	NIDORINA Y	NIDOQUEEN RB	NIDOQUEEN Y
Growl	Normal	STND	STND	STND	STND	STND	—
Tackle	Normal	STND	STND	STND	STND	STND	—
Scratch	Normal	L8	L8	L8	L8	L8	L8
Poison Sting	Poison	L14	L17	L14	L19	L14	—
Tail Whip	Normal	L21	L23	L23	L27	—	—
Body Slam	Normal	—	—	—	—	L23	L23
Bite	Normal	L29	L30	L32	L36	—	—
Fury Swipes	Normal	L36	L38	L41	L46	—	—
Double Kick	Fighting	L43	L12	L50	L12	—	L12

Technical Machines

NUMBER	NIDORAN♀ RBY	NIDORINA RBY	NIDOQUEEN RBY
TM01	—	—	X
TM05	—	—	X
TM06	X	X	X
TM07	—	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM11	—	X	X
TM12	—	X	X
TM13	—	X	X
TM14	X	X	X
TM15	—	—	X
TM16	—	—	X
TM17	—	—	X
TM18	—	—	X
TM19	—	—	X
TM20	X	X	X
TM24	X	X	X
TM25	X	X	X
TM26	—	—	X
TM27	—	—	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM38	—	—	X
TM40	X	X	X
TM44	X	X	X
TM48	—	—	X
TM50	X	X	X
HM03	—	—	X
HM04	—	—	X

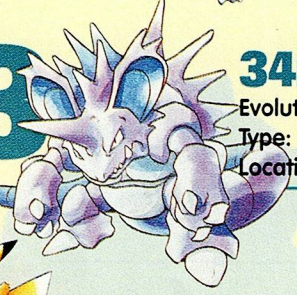
32: Nidoran♂

Evolution: Nidorino (LV 16)
Type: Poison
Location: Route 22 and the Safari Zone (RB); routes 2, 9, 10, 22, and Safari Zone (Y)



33: Nidorino

Evolution: Nidoking (Moon Stone)
Type: Poison
Location: Safari Zone and Coin Exchange in Celadon City (RB); routes 9, 23, and Safari Zone (Y)



34: Nidoking

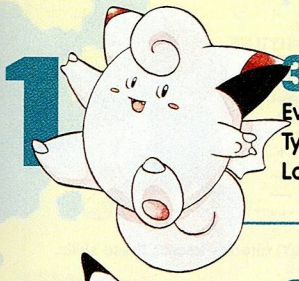
Evolution: Final Form
Type: Poison/Ground
Location: N/A

Learned Skills

SKILL	TYPE	NIDORAN♂ RB	NIDORAN♂ Y	NIDORINO RB	NIDORINO Y	NIDOKING RB	NIDOKING Y
Leer	Normal	STND	STND	STND	STND	STND	STND
Tackle	Normal	STND	STND	STND	STND	STND	STND
Horn Attack	Normal	L8	L8	L8	L8	L8	L8
Poison Sting	Poison	L14	L17	L14	L19	L14	—
Focus Energy	Normal	L21	L23	L23	L27	—	—
Thrash	Normal	—	—	—	—	L23	L23
Fury Attack	Normal	L29	L30	L32	L36	—	—
Horn Drill	Normal	L36	L38	L41	L46	—	—
Double Kick	Fighting	L43	L12	L50	L12	—	L12

Technical Machines

NUMBER	NIDORAN♂ RBY	NIDORINO RBY	NIDOKING RBY
TM01	—	—	X
TM05	—	—	X
TM06	X	X	X
TM07	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM11	—	X	X
TM12	—	X	X
TM13	—	X	X
TM14	X	X	X
TM15	—	—	X
TM16	—	—	X
TM17	—	—	X
TM18	—	—	X
TM19	—	—	X
TM20	X	X	X
TM24	X	X	X
TM25	X	X	X
TM26	—	—	X
TM27	—	—	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM38	—	—	X
TM40	X	X	X
TM44	X	X	X
TM48	—	—	X
TM50	X	X	X
HM03	—	—	X
HM04	—	—	X



35: Clefairy

Evolution: Clefable (Moon Stone)
Type: Normal
Location: Mt. Moon, Coin Exchange in Celadon City (RB); Mt. Moon (Y)

36: Clefable

Evolution: Final Form
Type: Normal
Location: N/A

Learned Skills

SKILL	TYPE	CLEFAIRY RBY	CLEFABLE RBY
Pound	Normal	STND	STND
Growl	Normal	STND	SNTD
Sing	Normal	L13	*
Double Slap	Normal	L18	*
Minimize	Normal	L24	*
Metronome	Normal	L31	*
Defense Curl	Normal	L39	—
Light Screen	Psychic	L48	—

* The Clefairy obtained from the Coin Exchange (RB) knows these skills as its standard skills.

Technical Machines

NUMBER	CLEFAIRY RBY	CLEFABLE RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM22	X	X
TM24	X	X
TM25	X	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM35	X	X
TM38	X	X
TM40	X	X
TM44	X	X
TM45	X	X
TM46	X	X
TM49	X	X
TM50	X	X
HM04	X	X
HM05	X	X

37: Vulpix

Evolution: Ninetales (Fire Stone)
Type: Fire
Location: Routes 7 and 8, and the Pokémon House (B); Coin Exchange (Y)

38: Ninetales

Evolution: Final Form
Type: Fire
Location: N/A

Learned Skills

SKILL	TYPE	VULPIX BY	NINETALES BY
Ember	Fire	STND	STND
Tail Whip	Normal	STND	STND
Quick Attack	Normal	L16	—
Roar	Normal	L21	—
Confuse Ray	Ghost	L28	—
Flamethrower	Fire	L35	—
Fire Spin	Fire	L42	—

Technical Machines

NUMBER	VULPIX BY	NINETALES BY
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM38	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X

39: Jigglypuff

Evolution: Wigglytuff (Moon Stone)
Type: Normal
Location: Route 3 (RB); routes 5, 6, 7, and 8 (Y)

40: Wigglytuff

Evolution: Final Form
Type: Normal
Location: Unknown Dungeon (RB); Coin Exchange (Y)

Learned Skills

SKILL	TYPE	JIGGLYPUFF RBY	WIGGLYTUFF RBY
Sing	Normal	STND	STND
Pound	Normal	L9	—
Disable	Normal	L14	*
Defense Curl	Normal	L19	*
Double Slap	Normal	L24	*
Rest	Psychic	L29	—
Body Slam	Normal	L34	—
Double Edge	Normal	L39	—

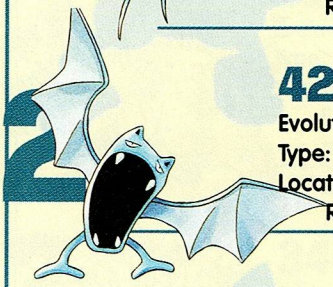
* The Wigglytuff purchased in the Exchange Center (Y) already knows these skills.

Technical Machines

NUMBER	JIGGLYPUFF RBY	WIGGLYTUFF RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM22	X	X
TM24	X	X
TM25	X	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM38	X	X
TM40	X	X
TM44	X	X
TM45	X	X
TM46	X	X
TM49	X	X
TM50	X	X
HM04	X	X
HM05	X	X

41: Zubat

Evolution: Golbat (LV 22)
Type: Poison/Flying
Location: Mt. Moon, Rock Tunnel, Seafoam Islands, and Victory Road (RBY)



42: Golbat

Evolution: Final Form
Type: Poison/Flying
Location: Seafoam Islands, Victory Road, and Unknown Dungeon (RBY)

Learned Skills

SKILL	TYPE	ZUBAT RBY	GOLBAT RBY
Leech Life	Bug	STND	STND
Screech	Normal	—	*
Supersonic	Normal	L10	L10
Bite	Normal	L15	L15
Confuse Ray	Ghost	L21	L21
Wing Attack	Flying	L28	L32
Haze	Ice	L36	L43

* A Captured Golbat will know this skill, but one raised from a Zubat will not.

Technical Machines

NUMBER	ZUBAT RBY	GOLBAT RBY
TM02	X	X
TM04	X	X
TM06	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM21	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM44	X	X
TM50	X	X

43: Oddish

Evolution: Gloom (LV 21)
Type: Grass/Poison
Location: Routes 5, 6, 7, 12, 13, 14, 15, 24, and 25 (R); routes 12, 13, 14, 15, 24, and 25 (Y)

44: Gloom

Evolution: Vileplume (Leaf Stone)
Type: Grass/Poison
Location: Routes 12, 13, 14, and 15 (RY); Unknown Dungeon (Y)

45: Vileplume

Evolution: Final Form
Type: Grass/Poison
Location: N/A

Learned Skills

SKILL	TYPE	ODDISH RY	GLOOM RY	VILEPLUME RY
Absorb	Grass	STND	STND	STND
Poison Powder	Poison	L15	L15	L15
Stun Spore	Grass	L17	L17	L17
Sleep Powder	Grass	L19	L19	L19
Acid	Poison	L24	L28	—
Petal Dance	Grass	L33	L38	—
Solar Beam	Grass	L46	L52	—

Technical Machines

NUMBER	ODDISH RY	GLOOM RY	VILEPLUME RY
TM03	X	X	X
TM06	X	X	X
TM08	—	—	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM20	X	X	X
TM21	X	X	X
TM22	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM44	X	X	X
TM50	X	X	X
HM01	X	X	X

46: Paras

Evolution: Parasect (LV 24)
Type: Bug/Grass
Location: Mt. Moon and the Safari Zone (RBY)

47: Parasect

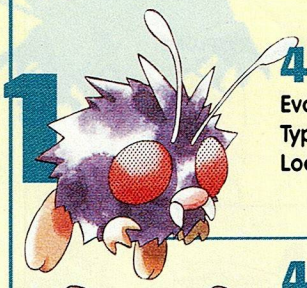
Evolution: Final Form
Type: Bug/Grass
Location: Safari Zone and Unknown Dungeon (RBY); Trade Event (Y)

Learned Skills

SKILL	TYPE	PARAS RBY	PARASECT RBY
Scratch	Normal	STND	STND
Stun Spore	Grass	L13	L13
Leech Life	Bug	L20	L20
Spore	Grass	L27	L30
Slash	Normal	L34	L39
Growth	Normal	L41	L48

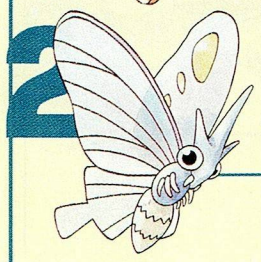
Technical Machines

NUMBER	PARAS RBY	PARASECT RBY
TM03	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM21	X	X
TM22	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM01	X	X



48: Venonat

Evolution: Venomoth (LV 31)
Type: Bug/Poison
Location: Routes 12, 13, 14, 15, and the Safari Zone (RB); routes 14, 15, 24, and 25 (Y)



49: Venomoth

Evolution: Final Form
Type: Bug/Poison
Location: Safari Zone, Victory Road, and Unknown Dungeon (RB); routes 14 and 15 and Unknown Dungeon (Y)

Learned Skills

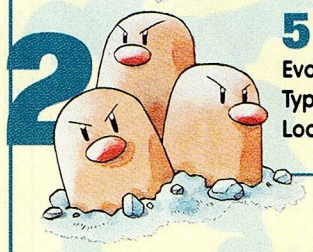
SKILL	TYPE	VENONAT		VENOMOTH	
		RB	Y	RB	Y
Tackle	Normal	STND	STND	STND	STND
Disable	Normal	STND	STND	STND	STND
Supersonic	Normal	—	L11	—	STND
Confusion	Psychic	—	L19	—	STND
Poison Powder	Poison	L24	L22	L24	L22
Leech Life	Bug	L27	L27	L27	L27
Stun Spore	Grass	L30	L30	L30	L30
Psybeam	Psychic	L35	L35	L38	L38
Sleep Powder	Grass	L38	L38	L43	L43
Psychic	Psychic	L43	L43	L50	L50

Technical Machines

NUMBER	VENONAT		VENOMOTH	
	RB	Y	RB	Y
TM02	—	—	X	X
TM05	—	—	X	X
TM06	X	X	X	X
TM09	X	X	X	X
TM10	X	X	X	X
TM15	—	—	X	X
TM20	X	X	X	X
TM21	X	X	X	X
TM22	X	X	X	X
TM29	X	X	X	X
TM30	—	—	X	X
TM31	X	X	X	X
TM32	X	X	X	X
TM33	X	X	X	X
TM34	X	X	X	X
TM39	—	—	X	X
TM44	X	X	X	X
TM46	X	X	X	X
TM50	X	X	X	X
HM05	—	X	—	X

50: Diglett

Evolution: Dugtrio (LV 26)
Type: Ground
Location: Diglett's Cave (RBY)



51: Dugtrio

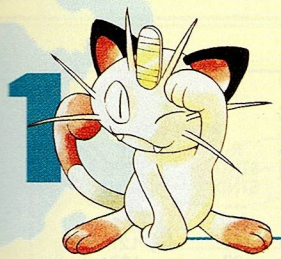
Evolution: Final Form
Type: Ground
Location: Diglett's Cave (RBY); Trade Event (Y)

Learned Skills

SKILL	TYPE	DIGLETT	DUGTRIO
		RBY	RBY
Scratch	Normal	STND	STND
Growl	Normal	L15	L15
Dig	Ground	L19	L19
Sand Attack	Normal	L24	L24
Slash	Normal	L31	L35
Earthquake	Ground	L40	L47

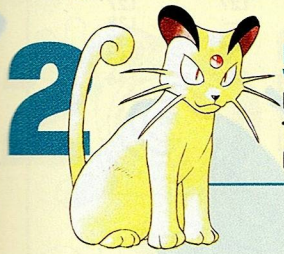
Technical Machines

NUMBER	DIGLETT		DUGTRIO	
	RB	Y	RB	Y
TM06	X	X	X	X
TM08	X	X	X	X
TM09	X	X	X	X
TM10	X	X	X	X
TM15	—	—	X	X
TM20	X	X	X	X
TM26	X	X	X	X
TM27	X	X	X	X
TM28	X	X	X	X
TM31	X	X	X	X
TM32	X	X	X	X
TM34	X	X	X	X
TM44	X	X	X	X
TM48	X	X	X	X
TM50	X	X	X	X
HM01	—	X	—	X



52: Meowth

Evolution: Persian (LV 28)
Type: Normal
Location: Routes 5, 6, 7, and 8 (B)



53: Persian

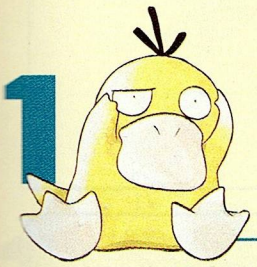
Evolution: Final Form
Type: Normal
Location: N/A

Learned Skills

SKILL	TYPE	MEOWTH B	PERSIAN B
Scratch	Normal	STND	STND
Growl	Normal	STND	STND
Bite	Normal	L12	L12
Pay Day	Normal	L17	L17
Screech	Normal	L24	L24
Fury Swipes	Normal	L33	L37
Slash	Normal	L44	L51

Technical Machines

NUMBER	MEOWTH B	PERSIAN B
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM15	—	X
TM16	X	X
TM20	X	X
TM24	X	X
TM25	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X



54: Psyduck

Evolution: Golduck (LV 33)
Type: Water
Location: Routes 4, 24, and 25; Celadon City, Fuchsia City, and Seafoam Islands (RB); Route 6 (Y)

55: Golduck

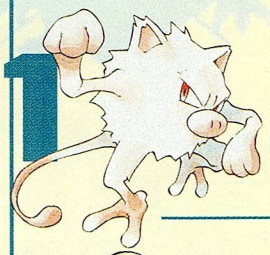
Evolution: Final Form
Type: Water
Location: Routes 4, 24, and 25; Celadon City, Fuchsia City, and Seafoam Islands (RB); Route 6 (Y)

Learned Skills

SKILL	TYPE	PSYDUCK RBY	GOLDUCK RBY
Scratch	Normal	STND	STND
Tail Whip	Normal	L28	L28
Disable	Normal	L31	L31
Confusion	Psychic	L36	L39
Fury Swipes	Normal	L43	L48
Hydro Pump	Water	L52	L59

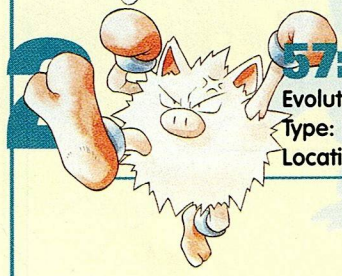
Technical Machines

NUMBER	PSYDUCK RBY	GOLDUCK RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM16	X	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM03	X	X
HM04	X	X



56: Mankey

Evolution: Primeape (LV 28)
Type: Fighting
Location: Routes 5, 6, 7, and 8 (R); routes 3, 4, 22, and 23 (Y)



57: Primeape

Evolution: Final Form
Type: Fighting
Location: Route 23 (Y)

Learned Skills

SKILL	TYPE	MANKEY R	MANKEY Y	PRIMEAPE R	PRIMEAPE Y
Scratch	Normal	STND	STND	STND	STND
Leer	Normal	STND	STND	STND	STND
Low Kick	Fighting	—	L9	—	L9
Karate Chop	Normal	L15	L15	L15	L15
Fury Swipes	Normal	L21	L21	L21	L21
Focus Energy	Normal	L27	L27	L27	L27
Rage	Normal	—	—	—	L28
Seismic Toss	Fighting	L33	L33	L37	L37
Screech	Normal	—	L45	—	L45
Thrash	Normal	L39	L39	L46	L46

Technical Machines

NUMBER	MANKEY RY	PRIMEAPE RY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM16	X	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM24	X	X
TM25	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM35	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM48	X	X
TM50	X	X
HM04	X	X

58: Growlithe

Evolution: Arcanine (Fire Stone)
Type: Fire
Location: Routes 7 and 8 and the Pokémon Mansion (R); Pokémon Mansion (Y)

59: Arcanine

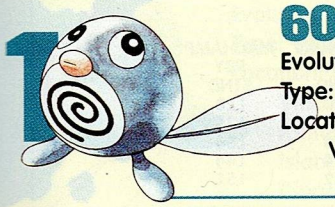
Evolution: Final Form
Type: Fire
Location: N/A

Learned Skills

SKILL	TYPE	GROWLITHE RY	ARCANINE RY
Bite	Normal	STND	STND
Roar	Normal	STND	STND
Ember	Fire	L18	—
Leer	Normal	L23	—
Take Down	Normal	L30	—
Agility	Psychic	L39	—
Flamethrower	Fire	L50	—

Technical Machines

NUMBER	GROWLITHE RY	ARCANINE RY
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM23	X	X
TM28	X	X
TM30	—	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM38	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X

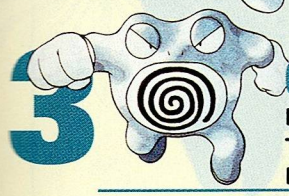


60: Poliwag

Evolution: Poliwhirl (LV 25)
Type: Water
Location: Viridian City and Route 22 (RB); Viridian City and routes 22 and 23 (Y)

61: Poliwhirl

Evolution: Poliwrath (Water Stone)
Type: Water
Location: Celadon City and Route 10 (RB); routes 22 and 23 (Y)



62: Poliwrath

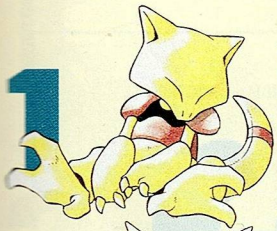
Evolution: Final Form
Type: Water/Fighting
Location: N/A

Learned Skills

SKILL	TYPE	POLIWAG RBY STND	POLYWHIRL RBY STND	POLIWRATH RBY STND
Bubble	Water	—	—	—
Hypnosis	Psychic	L16	L16	L16
Water Gun	Water	L19	L19	L19
Double Slap	Normal	L25	L26	—
Body Slam	Normal	L31	L33	—
Amnesia	Psychic	L38	L41	—
Hydro Pump	Water	L45	L49	—

Technical Machines

NUMBER	POLIWAG RBY STND	POLIWHIRL RBY STND	POLIWRATH RBY STND
TM01	—	X	X
TM05	—	X	X
TM06	—	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM11	X	X	X
TM12	X	X	X
TM13	X	X	X
TM14	X	X	X
TM15	—	—	X
TM17	—	X	X
TM18	—	X	X
TM19	—	X	X
TM20	X	X	X
TM26	—	X	X
TM27	—	X	X
TM29	X	X	X
TM31	X	X	X
TM32	X	X	X
TM34	X	X	X
TM35	—	X	X
TM40	X	X	X
TM44	X	X	X
TM46	X	X	X
TM50	X	X	X
HM03	X	X	X
HM04	—	X	X



63: Abra

Evolution: Kadabra (LV 16)
Type: Psychic
Location: Routes 24 and 25 (R); Coin Exchange (B); routes 5, 6, 7, 8, and Coin Exchange (Y)

64: Kadabra

Evolution: Alakazam (Trade)
Type: Psychic
Location: Unknown Dungeon (RB); Route 8 (Y)

65: Alakazam

Evolution: Final Form
Type: Psychic
Location: N/A

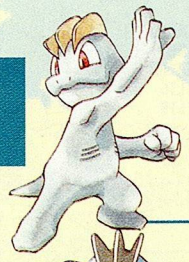
Learned Skills

SKILL	TYPE	ABRA RBY STND	KADABRA RBY STND	ALAKAZAM RBY STND
Teleport	Psychic	—	—	—
Kinesis	Psychic	—	*	*
Confusion	Psychic	—	L16	L16
Disable	Normal	—	L20	L20
Psybeam	Psychic	—	L27	L27
Recover	Normal	—	L31	L31
Psychic	Psychic	—	L38	L38
Reflect	Psychic	—	L42	L42

* A captured Kadabra knows this skill, but one evolved from an Abra won't learn it (Y).

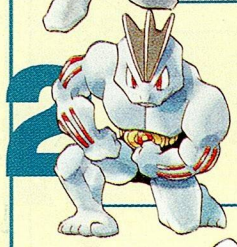
Technical Machines

NUMBER	ABRA RBY	KADABRA RBY	ALAKAZAM RBY
TM01	X	X	X
TM05	X	X	X
TM06	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM17	X	X	X
TM18	X	X	X
TM19	X	X	X
TM20	X	X	X
TM28	—	X	X
TM29	X	X	X
TM30	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM35	X	X	X
TM40	X	X	X
TM44	X	X	X
TM45	X	X	X
TM46	X	X	X
TM49	X	X	X
TM50	X	X	X
HM05	X	X	X



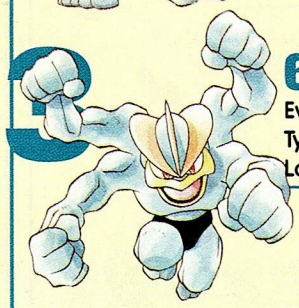
66: Machop

Evolution: Machoke (LV 28)
Type: Fighting
Location: Rock Tunnel and Victory Road (RB); Route 10 and Rock Tunnel (Y)



67: Machoke

Evolution: Machamp (Trade)
Type: Fighting
Location: Rock Tunnel and Victory Road (RB); Victory Road and Trade Event (Y)



68: Machamp

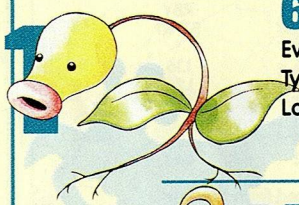
Evolution: Final Form
Type: Fighting
Location: N/A

Learned Skills

SKILL	TYPE	MACHOP RBY	MACHOKE RBY	MACHAMP RBY
Karate Chop	Normal	STND	STND	STND
Low Kick	Fighting	L20	L20	L20
Leer	Normal	L25	L25	L25
Focus Energy	Normal	L32	L36	L36
Seismic Toss	Fighting	L39	L44	L44
Submission	Fighting	L46	L52	L52

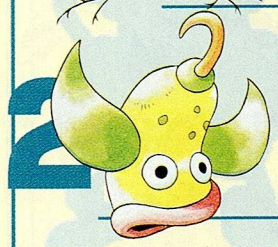
Technical Machines

NUMBER	MACHOP RBY	MACHOKE RBY	MACHAMP RBY
TM01	X	X	X
TM05	X	X	X
TM06	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM17	X	X	X
TM18	X	X	X
TM19	X	X	X
TM20	X	X	X
TM26	X	X	X
TM27	X	X	X
TM28	X	X	X
TM31	X	X	X
TM32	X	X	X
TM34	X	X	X
TM35	X	X	X
TM38	X	X	X
TM40	X	X	X
TM44	X	X	X
TM48	X	X	X
TM50	X	X	X
HM04	X	X	X



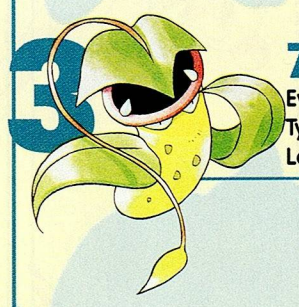
69: Bellsprout

Evolution: Weepinbell (LV 21)
Type: Grass/Poison
Location: Routes 5, 6, 7, 12, 13, 14, 15, 24, and 25 (B); routes 12, 13, 14, 15, 24, and 25 (Y)



70: Weepinbell

Evolution: Victreebel (Leaf Stone)
Type: Grass/Poison
Location: Routes 12, 13, 14, and 15 (B); routes 12, 13, 14, 15, and Unknown Dungeon (Y)



71: Victreebel

Evolution: Final Form
Type: Grass/Poison
Location: N/A

Learned Skills

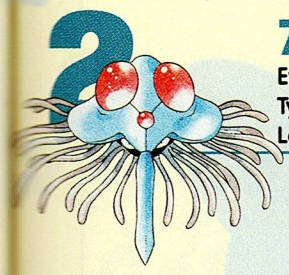
SKILL	TYPE	BELLSPROUT BY	WEEPINBELL BY	VICTREEBEL BY
Vine Whip	Grass	STND	STND	STND
Growth	Normal	STND	STND	STND
Wrap	Normal	L13	L13	L13
Poison Powder	Poison	L15	L15	L15
Sleep Powder	Grass	L18	L18	L18
Stun Spore	Grass	L21	L23	—
Acid	Poison	L26	L29	—
Razor Leaf	Grass	L33	L38	—
Slam	Normal	L42	L49	—

Technical Machines

NUMBER	BELLSPROUT BY	WEEPINBELL BY	VICTREEBEL BY
TM03	X	X	X
TM06	X	X	X
TM08	—	—	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM20	X	X	X
TM21	X	X	X
TM22	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM44	X	X	X
TM50	X	X	X
HM01	X	X	X

72: Tentacool

Evolution: Tentacruel (LV 30)
Type: Water/Poison
Location: Routes 19, 20, 21; Pallet Town; Viridian City; routes 12, 13, 17, 18 (RB); routes 11, 13, 17, 18, 19, 20, 21, Seafoam Islands, Pallet Town, Vermilion City, and Cinnabar Island (Y)



73: Tentacruel

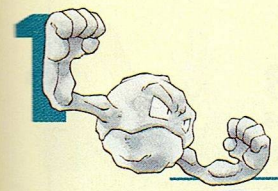
Evolution: Final Form
Type: Water/Poison
Location: Routes 19, 20, 21 (Y)

Learned Skills

SKILL	TYPE	TENTACOOL RBY	TENTACRUEL RBY
Acid	Poison	STND	STND
Supersonic	Normal	L7	L7
Wrap	Normal	L13	L13
Poison Sting	Poison	L18	L18
Water Gun	Water	L22	L22
Constrict	Normal	L27	L27
Barrier	Psychic	L33	L35
Screech	Normal	L40	L43
Hydro Pump	Water	L48	L50

Technical Machines

NUMBER	TENTACOOL RBY	TENTACRUEL RBY
TM03	X	X
TM06	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM21	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM01	X	X
HM03	X	X

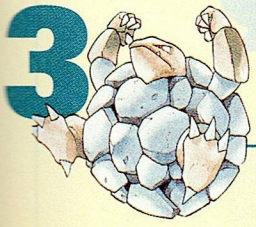


74: Geodude

Evolution: Graveler (LV 25)
Type: Rock/Ground
Location: Mt. Moon, Rock Tunnel, Victory Road (RBY)

75: Graveler

Evolution: Golem (Trade)
Type: Rock/Ground
Location: Victory Road (RB); Victory Road and Unknown Dungeon (Y)



76: Golem

Evolution: Final Form
Type: Rock/Ground
Location: N/A

Learned Skills

SKILL	TYPE	GEODUDE RBY	GRAVELER RBY	GOLEM RBY
Tackle	Normal	STND	STND	STND
Defense Curl	Normal	L11	L11	L11
Rock Throw	Rock	L16	L16	L16
Self Destruct	Normal	L21	L21	L21
Harden	Normal	L26	L29	L29
Earthquake	Ground	L31	L36	L36
Explosion	Normal	L36	L43	L43

Technical Machines

NUMBER	GEODUDE RBY	GRAVELER RBY	GOLEM RBY
TM01	X	X	X
TM05	—	—	X
TM06	X	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM15	—	—	X
TM17	X	X	X
TM18	X	X	X
TM19	X	X	X
TM20	X	X	X
TM26	X	X	X
TM27	X	X	X
TM28	X	X	X
TM31	X	X	X
TM32	X	X	X
TM34	X	X	X
TM35	X	X	X
TM36	X	X	X
TM38	X	X	X
TM44	X	X	X
TM47	X	X	X
TM48	X	X	X
TM50	X	X	X
HM04	X	X	X

77: Ponyta

Evolution: Rapidash (LV 40)
Type: Fire
Location: Pokémon House (RB); Route 17 (Y)

78: Rapidash

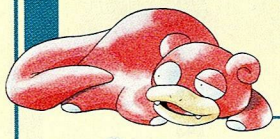
Evolution: Final Form
Type: Fire
Location: N/A

Learned Skills

SKILL	TYPE	PONYTA RBY	RAPIDASH RBY
Ember	Fire	STND	STND
Tail Whip	Normal	L30	L30
Stomp	Normal	L32	L32
Growl	Normal	L35	L35
Fire Spin	Fire	L39	L39
Take Down	Normal	L43	L47
Agility	Psychic	L48	L55

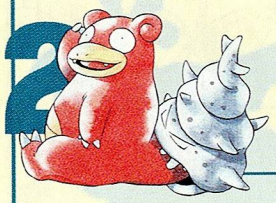
Technical Machines

NUMBER	PONYTA RBY	RAPIDASH RBY
TM06	X	X
TM07	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM38	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X



79: Slowpoke

Evolution: Slowbro (LV 37)
Type: Water/Psychic
Location: Celadon City, Safari Zone, Seafoam Islands, and Route 10 (RB); routes 12, 13, and Seafoam Islands (Y)



80: Slowbro

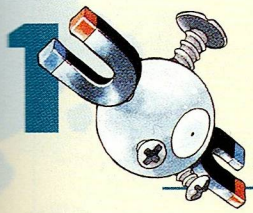
Evolution: Final Form
Type: Water/Psychic
Location: Seafoam Islands, Route 23, and Unknown Dungeon (RB); routes 12 and 13 and Seafoam Islands (Y)

Learned Skills

SKILL	TYPE	SLOWPOKE RBY	SLOWBRO RBY
Confusion	Psychic	STND	STND
Disable	Normal	L18	L18
Head Butt	Normal	L22	L22
Growl	Normal	L27	L27
Water Gun	Water	L33	L33
Withdraw	Water	—	L37
Amnesia	Psychic	L40	L44
Psychic	Psychic	L48	L55

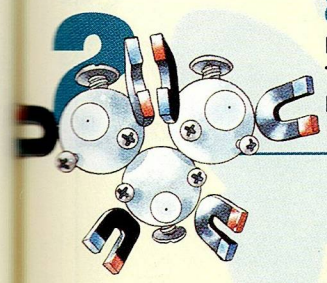
Technical Machines

NUMBER	SLOWPOKE RBY	SLOWBRO RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM16	X	X
TM17	—	X
TM18	—	X
TM19	—	X
TM20	X	X
TM26	X	X
TM27	X	X
TM28	X	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM38	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM45	X	X
TM46	X	X
TM49	X	X
TM50	X	X
HM03	X	X
HM04	X	X
HM05	X	X



81: Magnemite

Evolution: Magneton (LV 30)
Type: Electric
Location: Power Plant (RBY); Route 10 (Y)



82: Magneton

Evolution: Final Form
Type: Electric
Location: Power Plant, Unknown Dungeon (RB); Power Plant (Y)

Learned Skills

SKILL	TYPE	MAGNEMITE RBY	MAGNETON RBY
Tackle	Normal	STND	STND
Sonic Boom	Normal	L21	L21
Thundershock	Electric	L25	L25
Supersonic	Normal	L29	L29
Thunder Wave	Electric	L35	L38
Swift	Normal	L41	L46
Screech	Normal	L47	L54

Technical Machines

NUMBER	MAGNEMITE RBY	MAGNETON RBY
TM06	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM39	X	X
TM44	X	X
TM45	X	X
TM50	X	X
HM05	X	X

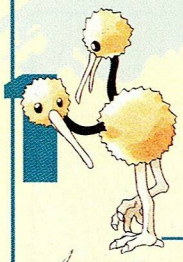
83: Farfetch'd

Evolution: Final Form
Type: Normal/Flying
Location: Trade in Vermilion City (RB); routes 12, 13 (Y)

Learned Skills

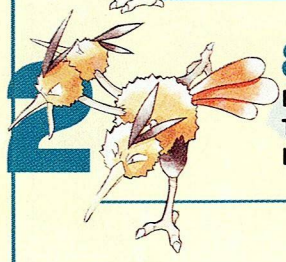
SKILL	TYPE	FARFETCH'D RBY
Peck	Flying	—
Sand Attack	Normal	—
Leer	Normal	L7
Fury Attack	Normal	L15
Swords Dance	Normal	L23
Agility	Psychic	L31
Slash	Normal	L39

NUMBER	FARFETCH'D RBY
TM02	X
TM03	X
TM04	X
TM06	X
TM08	X
TM09	X
TM10	X
TM20	X
TM31	X
TM32	X
TM33	X
TM34	X
TM39	X
TM40	X
TM44	X
TM50	X
HM01	X
HM02	X



84: Doduo

Evolution: Dodrio (LV 31)
Type: Normal/Flying
Location: Routes 16, 17, 18, and the Safari Zone (RB); routes 16, 17, and 18 (Y)



85: Dodrio

Evolution: Final Form
Type: Normal/Flying
Location: Unknown Dungeon (RB); Route 17 (Y)

Learned Skills

SKILL	TYPE	DODUO RBY	DODRIO RBY
Peck	Flying	STND	STND
Growl	Normal	L20	L20
Fury Attack	Normal	L24	L24
Drill Peck	Flying	L30	L30
Rage	Normal	L36	L39
Tri Attack	Normal	L40	L45
Agility	Psychic	L44	L51

Technical Machines

NUMBER	DODUO RBY	DODRIO RBY
TM04	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM40	X	X
TM43	X	X
TM44	X	X
TM49	X	X
TM50	X	X
HM02	X	X

86: Seel

Evolution: Dewgong (LV 34)
Type: Water
Location: Seafoam Islands (RBY)

87: Dewgong

Evolution: Final Form
Type: Water/Ice
Location: Seafoam Islands (RBY); Trade Event on Cinnabar Island (Y)

Learned Skills

SKILL	TYPE	SEEL RBY	DEWGONG RBY
Head Butt	Normal	STND	STND
Growl	Normal	L30	L30
Aurora Beam	Ice	L35	L35
Rest	Psychic	L40	L44
Take Down	Normal	L45	L50
Ice Beam	Ice	L50	L56

Technical Machines

NUMBER	SEEL RBY	DEWGONG RBY
TM06	X	X
TM07	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM16	X	X
TM20	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM03	X	X
HM04	X	X

1

88: Grimer

Evolution: Muk (LV 38)
Type: Poison
Location: Pokémon Mansion (RBY); Power Plant (Y)

2

89: Muk

Evolution: Final Form
Type: Poison
Location: Pokémon Mansion (RBY); Power Plant and Trade Event on Cinnabar Island (Y)

Learned Skills

SKILL	TYPE	GRIMER RBY	MUK RBY
Pound	Normal	STND	STND
Disable	Normal	STND	STND
Poison Gas	Poison	L30	L30
Minimize	Normal	L33	L33
Sludge	Poison	L37	L37
Harden	Normal	L42	L45
Screech	Normal	L48	L53
Acid Armor	Poison	L55	L60

Technical Machines

NUMBER	GRIMER RBY	MUK RBY
TM06	X	X
TM08	X	X
TM15	—	X
TM20	X	X
TM21	X	X
TM24	X	X
TM25	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM36	X	X
TM38	X	X
TM44	X	X
TM47	X	X
TM50	X	X

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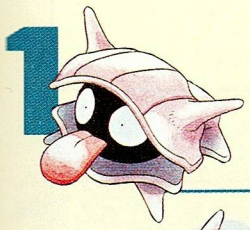


90: Shellder

Evolution: Cloyster (Water Stone)
Type: Water
Location: Routes 6, 11, Vermilion City, Cerulean City, and Seafoam Island (RB); routes 17, 18, and Vermilion City (Y)

2

91: Cloyster

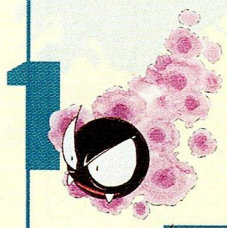
Evolution: Final Form
Type: Water/Ice
Location: N/A

Learned Skills

SKILL	TYPE	SHELLDER RBY	CLOYSTER RBY
Tackle	Normal	STND	STND
Withdraw	Water	STND	STND
Supersonic	Normal	L18	—
Clamp	Water	L23	—
Aurora Beam	Ice	L30	—
Leer	Normal	L39	—
Ice Beam	Ice	L50	—
Spike Cannon	Normal	—	L50

Technical Machines

NUMBER	SHELLDER RBY	CLOYSTER RBY
TM06	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM36	X	X
TM39	X	X
TM44	X	X
TM47	X	X
TM49	X	X
TM50	X	X
HM03	X	X



92: Ghastly

Evolution: Haunter (LV 25)
Type: Ghost/Poison
Location: Pokémon Tower (RBY)

Learned Skills

SKILL	TYPE	GASTLY RBY	HAUNTER RBY	GENGAR RBY
Lick	Ghost	STND	STND	STND
Confuse Ray	Ghost	STND	STND	STND
Nightshade	Ghost	STND	STND	STND
Hypnosis	Psychic	L27	L29	L29
Dream Eater	Psychic	L35	L38	L38

Technical Machines

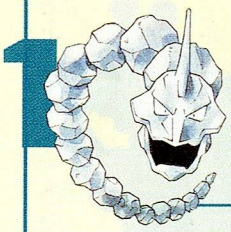
NUMBER	GASTLY RBY	HAUNTER RBY	GENGAR RBY
TM01	—	—	X
TM05	—	—	X
TM06	X	X	X
TM08	—	—	X
TM09	—	—	X
TM10	—	—	X
TM15	—	—	X
TM17	—	—	X
TM18	—	—	X
TM19	—	—	X
TM20	X	X	X
TM21	X	X	X
TM24	X	X	X
TM25	X	X	X
TM29	X	X	X
TM31	X	X	X
TM32	X	X	X
TM34	X	X	X
TM35	—	—	X
TM36	X	X	X
TM40	—	—	X
TM42	X	X	X
TM44	X	X	X
TM46	X	X	X
TM47	X	X	X
TM50	X	X	X
HM04	—	—	X

93: Haunter

Evolution: Gengar (Trade)
Type: Ghost/Poison
Location: Pokémon Tower (RBY)

94: Gengar

Evolution: Final Form
Type: Ghost/Poison
Location: N/A



95: Onix

Evolution: Final Form
Type: Rock/Ground
Location: Rock Tunnel, Victory Road (RBY)

Learned Skills

SKILL	TYPE	ONIX RBY
Tackle	Normal	STND
Screech	Normal	STND
Bind	Normal	L15
Rock Throw	Rock	L19
Rage	Normal	L25
Slam	Normal	L33
Harden	Normal	L43

Technical Machines

NUMBER	ONIX RBY
TM06	X
TM08	X
TM09	X
TM10	X
TM20	X
TM26	X
TM27	X
TM28	X
TM31	X
TM32	X
TM34	X
TM36	X
TM40	X
TM44	X
TM47	X
TM48	X
TM50	X
HM04	X

96: Drowzee

Evolution: Hypno (LV 26)
Type: Psychic
Location: Route 11 (RBY)

97: Hypno

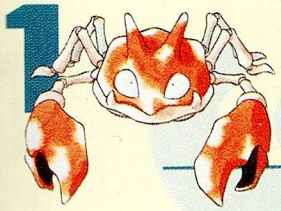
Evolution: Final Form
Type: Psychic
Location: Unknown Dungeon (RB)

Learned Skills

SKILL	TYPE	DROWZEE RBY	HYPNO RBY
Pound	Normal	STND	STND
Hypnosis	Psychic	STND	STND
Disable	Normal	L12	L12
Confusion	Psychic	L17	L17
Head Butt	Normal	L24	L24
Poison Gas	Poison	L29	L33
Psychic	Psychic	L32	L37
Meditate	Psychic	L37	L43

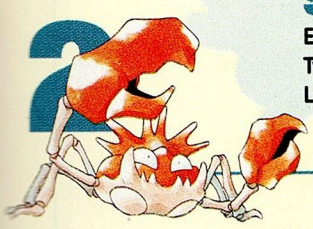
Technical Machines

NUMBER	DROWZEE RBY	HYPNO RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM35	X	X
TM40	X	X
TM42	X	X
TM44	X	X
TM45	X	X
TM46	X	X
TM49	X	X
TM50	X	X
HM05	X	X



98: Krabby

Evolution: Kingler (LV 28)
Type: Water
Location: Routes 4, 6, 11, 12, 13, 17, 18, 24, and 25, Fuchsia City, Cerulean City, Vermilion City, and the Safari Zone (RB); Seafoam Islands (B); routes 1, 2, 3, 4 10, 25, and Seafoam Islands (Y)



99: Kingler

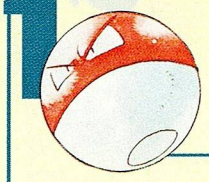
Evolution: Final Form
Type: Water
Location: Route 23 and Unknown Dungeon (RB); Seafoam Islands (B); routes 10, 25, and Seafoam Island (Y)

Learned Skills

SKILL	TYPE	KRABBY RBY	KINGLER RBY
Bubble	Water	STND	STND
Leer	Normal	STND	STND
Vice Grip	Normal	L20	L20
Guillotine	Normal	L25	L25
Stomp	Normal	L30	L34
Crab Hammer	Water	L35	L42
Harden	Normal	L40	L49

Technical Machines

NUMBER	KRABBY RBY	KINGLER RBY
TM03	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM44	X	X
TM50	X	X
HM01	X	X
HM03	X	X
HM04	X	X



100: Voltorb

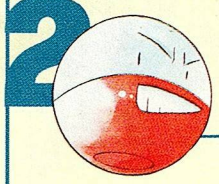
Evolution: Electrode (LV 30)
Type: Electric
Location: Route 10, Power Plant (RB); Power Plant (Y)

Learned Skills

SKILL	TYPE	VOLTORB RBY	ELECTRODE RBY
Tackle	Normal	STND	STND
Screech	Normal	STND	STND
Sonic Boom	Normal	L17	L17
Self Destruct	Normal	L22	L22
Light Screen	Psychic	L29	L29
Swift	Normal	L36	L40
Explosion	Normal	L43	L50

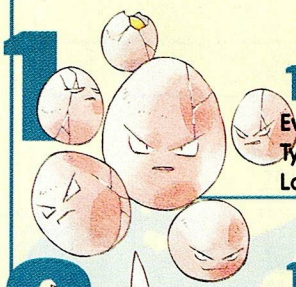
Technical Machines

NUMBER	VOLTORB RBY	ELECTRODE RBY
TM06	X	X
TM09	X	X
TM15	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM36	X	X
TM39	X	X
TM40	—	X
TM44	X	X
TM45	X	X
TM47	X	X
TM50	X	X
HM05	X	X



101: Electrode

Evolution: Final Form
Type: Electric
Location: Unknown Dungeon (RB); Power Plant (Y)



102: Exeggcute

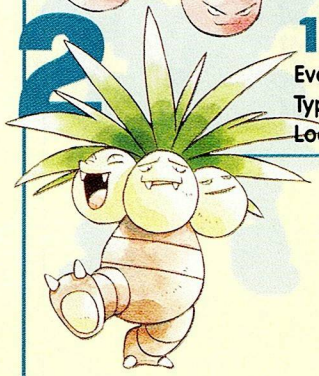
Evolution: Exeggutor (Leaf Stone)
Type: Grass/Psychic
Location: Safari Zone (RBY)

Learned Skills

SKILLS	TYPE	EXEGGCUTE RBY	EXEGGUTOR RBY
Barrage	Normal	STND	STND
Hypnosis	Psychic	STND	STND
Reflect	Psychic	L25	—
Leech Seed	Grass	L28	—
Stomp	Normal	—	L28
Stun Spore	Grass	L32	—
Poison Powder	Poison	L37	—
Solar Beam	Grass	L42	—
Sleep Powder	Grass	L48	—

Technical Machines

NUMBER	EXEGGCUTE RBY	EXEGGUTOR RBY
TM06	X	X
TM09	X	X
TM10	X	X
TM15	—	X
TM20	X	X
TM21	—	X
TM22	—	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM36	X	X
TM37	X	X
TM44	X	X
TM46	X	X
TM47	X	X
TM50	X	X
HM04	—	X



103: Exeggutor

Evolution: Final Form
Type: Grass/Psychic
Location: N/A

104: Cubone

Evolution: Marowak (LV 28)
Type: Ground
Location: Pokémon Tower (RBY); Safari Zone (Y)

105: Marowak

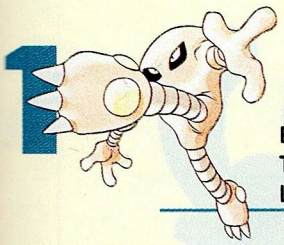
Evolution: Final Form
Type: Ground
Location: Victory Road, Unknown Dungeon (RB); Safari Zone (Y)

Learned Skills

SKILL	TYPE	CUBONE		MAROWAK	
		RB	Y	RB	Y
Growl	Normal	STND	STND	STND	STND
Bone Club	Ground	STND	L10	STND	L10
Tail Whip	Normal	—	L13	—	L13
Head Butt	Normal	—	L18	—	L18
Leer	Normal	L25	L25	L25	L25
Focus Energy	Normal	L31	L31	L31	L31
Thrash	Normal	L38	L38	L41	L41
Bonemerang	Ground	L43	L43	L48	L48
Rage	Normal	L46	L46	L55	L55

Technical Machines

NUMBER	CUBONE	MAROWAK
	RBY	RBY
TM01	X	X
TM05	X	X
TM06	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM17	X	X
TM18	X	X
TM19	X	X
TM20	X	X
TM26	X	X
TM27	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM38	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM04	X	X



106: Hitmonlee

Evolution: Final Form
Type: Fighting
Location: Saffron City (RBY)

Learned Skills

SKILL	TYPE	HITMONLEE
		RBY
Double Kick	Fighting	STND
Meditate	Psychic	STND
Rolling Kick	Fighting	L33
Jump Kick	Fighting	L38
Focus Energy	Normal	L43
Hi Jump Kick	Fighting	L48
Mega Kick	Normal	L53

Technical Machines

NUMBER	HITMONLEE
	RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM17	X
TM18	X
TM19	X
TM20	X
TM 31	X
TM32	X
TM34	X
TM35	X
TM39	X
TM40	X
TM44	X
TM50	X
HM04	X

107: Hitmonchan

Evolution: Final Form
Type: Fighting
Location: Saffron City (RBY)

Learned Skills

SKILL	TYPE	HITMONCHAN RBY
Comet Punch	Normal	STND
Agility	Psychic	STND
Fire Punch	Fire	L33
Ice Punch	Ice	L38
Thunder Punch	Electric	L43
Mega Punch	Normal	L48
Counter	Fighting	L53

Technical Machines

NUMBER	HITMONCHAN RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM17	X
TM18	X
TM19	X
TM20	X
TM31	X
TM32	X
TM34	X
TM35	X
TM39	X
TM40	X
TM44	X
TM50	X
HM04	X

108: Lickitung

Evolution: Final Form
Type: Normal
Location: Trade Event on Route 18 (RB); Unknown Dungeon (Y)

Learned Skills

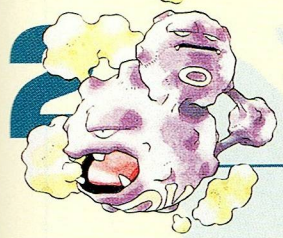
SKILL	TYPE	LICKITUNG RBY
Wrap	Normal	STND
Supersonic	Normal	STND
Stomp	Normal	L7
Disable	Normal	L15
Defense Curl	Normal	L23
Slam	Normal	L31
Screech	Normal	L39

Technical Machines

NUMBER	LICKITUNG RBY
TM01	X
TM03	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM24	X
TM25	X
TM26	X
TM27	X
TM31	X
TM32	X
TM34	X
TM38	X
TM40	X
TM44	X
TM50	X
HM01	X
HM03	X
HM04	X

109: Koffing

Evolution: Weezing (LV35)
Type: Poison
Location: Pokémon Mansion (RB)



110: Weezing

Evolution: Final Form
Type: Poison
Location: Pokémon Mansion (RB)

Learned Skills

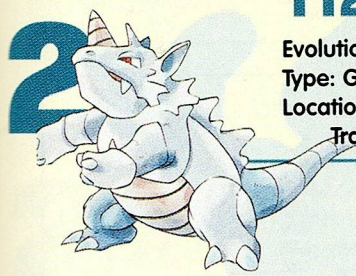
SKILL	TYPE	KOFFING RB	WEEZING RB
Tackle	Normal	STND	STND
Smog	Poison	STND	STND
Sludge	Poison	L32	L32
Smoke Screen	Normal	L37	L39
Self Destruct	Normal	L40	L43
Haze	Ice	L45	L49
Explosion	Normal	L48	L53

Technical Machines

NUMBER	KOFFING RB	WEEZING RB
TM06	X	X
TM15	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM36	X	X
TM38	X	X
TM44	X	X
TM47	X	X
TM50	X	X

111: Rhyhorn

Evolution: Rhydon (LV 42)
Type: Ground/Rock
Location: Safari Zone (RBY); Unknown Dungeon (Y)



112: Rhydon

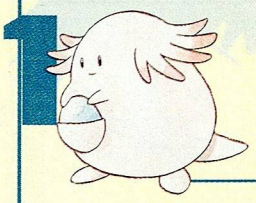
Evolution: Final Form
Type: Ground/Rock
Location: Unknown Dungeon (RBY); Trade Event on Cinnabar Island (Y)

Learned Skills

SKILL	TYPE	RHYHORN RBY	RHYDON RBY
Horn Attack	Normal	STND	STND
Stomp	Normal	L30	L30
Tail Whip	Normal	L35	L35
Fury Attack	Normal	L40	L40
Horn Drill	Normal	L45	L48
Leer	Normal	L50	L55
Take Down	Normal	L55	L64

Technical Machines

NUMBER	RHYHORN RBY	RHYDON RBY
TM01	—	X
TM05	—	X
TM06	X	X
TM07	X	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	—	X
TM12	—	X
TM13	—	X
TM14	—	X
TM15	—	X
TM16	—	X
TM17	—	X
TM18	—	X
TM19	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM26	X	X
TM27	X	X
TM28	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM38	X	X
TM40	X	X
TM44	X	X
TM48	X	X
TM50	X	X
HM03	—	X
HM04	X	X



113: Chansey

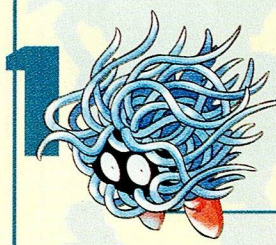
Evolution: Final Form
Type: Normal
Location: Safari Zone and Unknown Dungeon (RBY)

Learned Skills

SKILL	TYPE	CHANSEY RB	CHANSEY Y
Pound	Normal	STND	STND
Tail Whip	Normal	—	STND
Double Slap	Normal	STND	L12
Sing	Normal	L24	L24
Growl	Normal	L30	L30
Minimize	Normal	L38	L38
Defense Curl	Normal	L44	L44
Light Screen	Psychic	L48	L48
Double Edge	Normal	L54	L54

Technical Machines

NUMBER	CHANSEY RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM22	X
TM24	X
TM25	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM37	X
TM38	X
TM40	X
TM41	X
TM44	X
TM45	X
TM46	X
TM49	X
TM50	X
HM04	X
HM05	X



114: Tangela

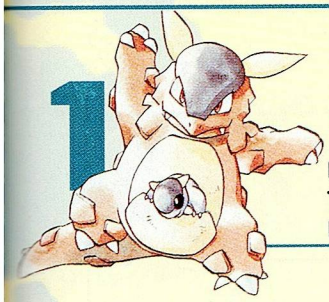
Evolution: Final Form
Type: Grass
Location: Route 21 and Trade Event on Cinnabar Island (RB); Safari Zone (Y)

Learned Skills

SKILL	TYPE	TANGELA RB	TANGELA Y
Constrict	Normal	STND	STND
Bind	Normal	STND	STND
Absorb	Grass	L29	L27
Vine Whip	Grass	—	L29
Poison Powder	Poison	L32	L32
Stun Spore	Grass	L36	L36
Sleep Powder	Grass	L39	L39
Slam	Normal	L45	L45
Growth	Normal	L48	L48

Technical Machines

NUMBER	TANGELA RBY
TM03	X
TM06	X
TM08	X
TM09	X
TM10	X
TM15	X
TM20	X
TM21	X
TM22	X
TM31	X
TM32	X
TM34	X
TM40	X
TM44	X
TM50	X
HM01	X



115: Kangaskhan

Evolution: Final Form
Type: Normal
Location: Safari Zone (RBY)

Learned Skills

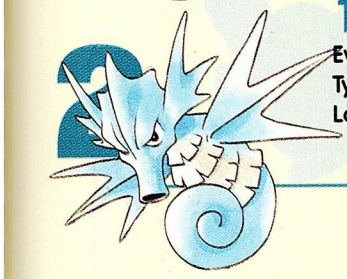
SKILL	TYPE	KANGASKHAN RBY
Comet Punch	Normal	STND
Rage	Normal	STND
Bite	Normal	L26
Tail Whip	Normal	L31
Mega Punch	Normal	L36
Leer	Normal	L41
Dizzy Punch	Normal	L46

Technical Machines

NUMBER	KANGASKHAN RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM24	X
TM25	X
TM26	X
TM27	X
TM31	X
TM32	X
TM34	X
TM38	X
TM40	X
TM44	X
TM48	X
TM50	X
HM03	X
HM04	X

116: Horsea

Evolution: Seadra (LV 32)
Type: Water
Location: Cinnabar Island and routes 19, 20, and 21 (RB); Seafoam Islands (R); routes 10 through 13 Vermilion City (Y)



117: Seadra

Evolution: Final Form
Type: Water
Location: Unknown Dungeon and Route 23 (RB); Seafoam Islands (R); routes 12 and 13 (Y)

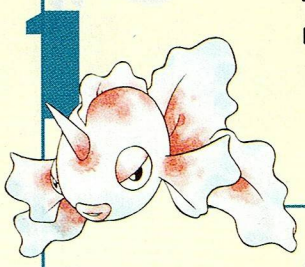
Learned Skills

SKILL	TYPE	HORSEA RBY	SEADRA RBY
Bubble	Water	STND	STND
Smoke Screen	Normal	L19	L19
Leer	Normal	L24	L24
Water Gun	Water	L30	L30
Agility	Psychic	L37	L41
Hydro Pump	Water	L45	L52

Technical Machines

NUMBER	HORSEA RBY	SEADRA RBY
TM06	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM03	X	X

118: Goldeen



Evolution: Seaking (LV 33)
Type: Water
Location: Routes 4, 12, 13, 17, 18, 19, 20, 21, 22, 24, and 25, Cerulean City, Fuchsia City, Seafoam Islands, and Cinnabar Island (RB); routes 6 and 2, Cerulean City, Celadon City, and Unknown Dungeon (Y)

Learned Skills

SKILL	TYPE	GOLDEEN RBY	SEAKING RBY
Peck	Flying	STND	STND
Tail Whip	Normal	STND	STND
Supersonic	Normal	L19	L19
Horn Attack	Normal	L24	L24
Fury Attack	Normal	L30	L30
Waterfall	Water	L37	L39
Horn Drill	Normal	L45	L48
Agility	Psychic	L54	L54

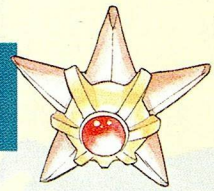
Technical Machines

NUMBER	GOLDEEN RBY	SEAKING RBY
TM06	X	X
TM07	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM50	X	X
HM03	X	X

119: Seaking

Evolution: Final Form
Type: Water
Location: Fuchsia City and Route 23 (RB); Route 24 and Cerulean City (Y); Unknown Dungeon (RBY)

120: Staryu

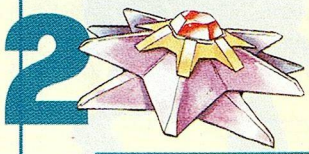


Evolution: Starmie (Water Stone)
Type: Water
Location: Routes 19, 20, and 21, Seafoam Islands, Cinnabar Island, Pallet Town and Vermilion (RBY)

Learned Skills

SKILL	TYPE	STARYU RBY	STARMIE RBY
Tackle	Normal	STND	STND
Water Gun	Water	L17	STND
Harden	Normal	L22	STND
Recover	Normal	L27	—
Swift	Normal	L32	—
Minimize	Normal	L37	—
Light Screen	Psychic	L42	—
Hydro Pump	Water	L47	—

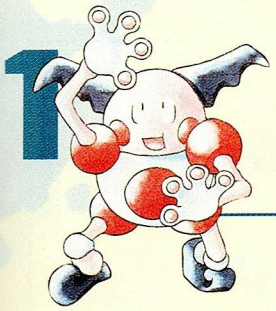
121: Starmie



Evolution: Final Form
Type: Water/Psychic
Location: N/A

Technical Machines

NUMBER	STARYU RBY	STARMIE RBY
TM06	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM20	X	X
TM24	X	X
TM25	X	X
TM29	X	X
TM30	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM39	X	X
TM40	X	X
TM44	X	X
TM45	X	X
TM46	X	X
TM49	X	X
TM50	X	X
HM03	X	X
HM05	X	X



122: Mr. Mime

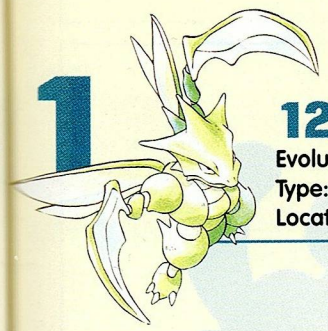
Evolution: Final Form
Type: Psychic
Location: Trade Event on Route 2 (RBY)

Learned Skills

SKILL	TYPE	MR. MIME RBY
Confusion	Psychic	STND
Barrier	Psychic	L15
Light Screen	Psychic	L23
Double Slap	Normal	L31
Meditate	Psychic	L39
Substitute	Normal	L47

Technical Machines

NUMBER	MR. MIME RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM22	X
TM24	X
TM25	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM40	X
TM44	X
TM45	X
TM46	X
TM50	X
HM05	X



123: Scyther

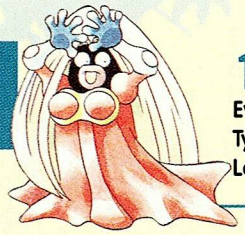
Evolution: Final Form
Type: Bug/Flying
Location: Safari Zone and Coin Exchange (RY)

Learned Skills

SKILL	TYPE	SCYTHER R	SCYTHER Y
Quick Attack	Normal	STND	STND
Leer	Normal	L17	L17
Focus Energy	Normal	L20	L20
Double Team	Normal	L24	L24
Slash	Normal	L29	L29
Swords Dance	Normal	L35	L35
Agility	Psychic	L42	L42
Wing Attack	Flying	—	L50

Technical Machines

NUMBER	SCYTHER RY
TM03	X
TM06	X
TM09	X
TM10	X
TM15	X
TM20	X
TM31	X
TM32	X
TM34	X
TM39	X
TM40	X
TM44	X
TM50	X
HM01	X



124: Jynx

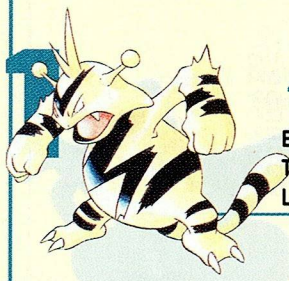
Evolution: Final Form
Type: Ice/Psychic
Location: Trade Event in Cerulean City (RB)

Learned Skills

SKILL	TYPE	JYNX RB
Pound	Normal	STND
Lovely Kiss	Normal	L18
Sing	Normal	L23
Double Slap	Normal	L31
Ice Punch	Ice	L39
Meditate	Normal	L47
Blizzard	Ice	L58

Technical Machines

NUMBER	JYNX RB
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM40	X
TM44	X
TM46	X
TM50	X



125: Electabuzz

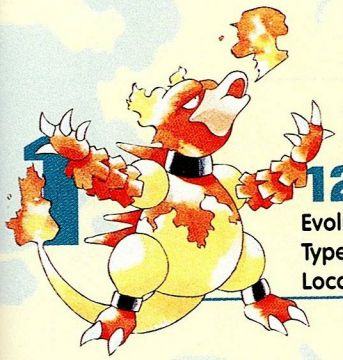
Evolution: Final Form
Type: Electric
Location: Power Plant (R)

Learned Skills

SKILL	TYPE	ELECTABUZZ R
Quick Attack	Normal	STND
Leer	Normal	L36
Thunder Shock	Electric	L39
Screech	Normal	L43
Thunder Punch	Electric	L48
Light Screen	Psychic	L52
Thunder	Electric	L55

Technical Machines

NUMBER	ELECTABUZZ R
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM24	X
TM25	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM39	X
TM40	X
TM44	X
TM45	X
TM46	X
TM50	X
HM04	X
HM05	X



126: Magmar

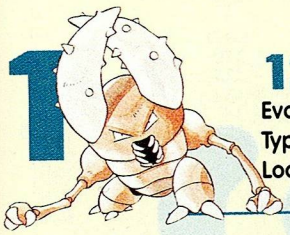
Evolution: Final Form
Type: Fire
Location: Pokémon Mansion (B)

Learned Skills

SKILL	TYPE	MAGMAR B
Ember	Fire	STND
Leer	Normal	L36
Confuse Ray	Ghost	L39
Fire Punch	Fire	L43
Smoke Screen	Normal	L48
Smog	Poison	L52
Flamethrower	Fire	L55

Technical Machines

NUMBER	MAGMAR B
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM29	X
TM30	X
TM31	X
TM32	X
TM34	X
TM35	X
TM38	X
TM40	X
TM44	X
TM46	X
TM50	X
HM04	X



127: Pinsir

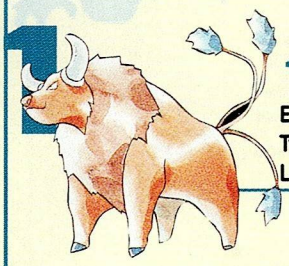
Evolution: Final Form
Type: Bug
Location: Safari Zone and Coin Exchange(B,Y)

Learned Skills

SKILL	TYPE	PINSIR B	PINSIR Y
Vice Grip	Normal	STND	STND
Bind	Normal	—	L21
Seismic Toss	Fighting	L25	L25
Guillotine	Normal	L30	L30
Focus Energy	Normal	L36	L36
Harden	Normal	L43	L43
Slash	Normal	L49	L49
Swords Dance	Normal	L54	L54

Technical Machines

NUMBER	PINSIR BY
TM03	X
TM06	X
TM08	X
TM09	X
TM10	X
TM15	X
TM17	X
TM19	X
TM20	X
TM31	X
TM32	X
TM34	X
TM44	X
TM50	X
HM01	X



128: Tauros

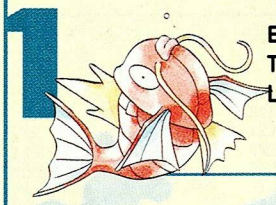
Evolution: Final Form
Type: Normal
Location: Safari Zone (RBY)

Learned Skills

SKILL	TYPE	TAUROS RBY
Tackle	Normal	STND
Stomp	Normal	L21
Tail Whip	Normal	L28
Leer	Normal	L35
Rage	Normal	L44
Take Down	Normal	L51

Technical Machines

NUMBER	TAUROS RBY
TM06	X
TM07	X
TM08	X
TM09	X
TM10	X
TM13	X
TM14	X
TM15	X
TM20	X
TM24	X
TM25	X
TM26	X
TM27	X
TM31	X
TM32	X
TM34	X
TM38	X
TM40	X
TM44	X
TM50	X
HM04	X



129: Magikarp

Evolution: Gyarados (LV 20)
Type: Water
Location: Mt. Moon Pokémon Center Trade Event (RBY); Fish anywhere—especially with the Old Rod (RBY)

130: Gyarados

Evolution: Final Form
Type: Water/Flying
Location: Fuchsia City (Y)

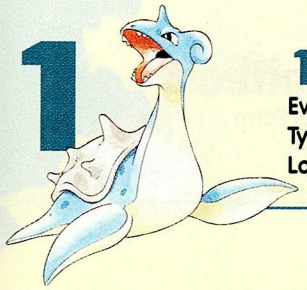
Learned Skills

SKILL	TYPE	MAGIKARP RBY	GYARADOS RBY
Splash	Normal	STND	*
Tackle	Normal	L15	STND
Bite	Normal	—	L20
Dragon Rage	Dragon	—	L25
Leer	Normal	—	L32
Hydro Pump	Water	—	L41
Hyper Beam	Normal	—	L52

* A captured Gyarados doesn't learn this skill.

Technical Machines

NUMBER	MAGIKARP RBY	GYARADOS RBY
TM06	—	X
TM08	—	X
TM09	—	X
TM10	—	X
TM11	—	X
TM12	—	X
TM13	—	X
TM14	—	X
TM15	—	X
TM20	—	X
TM23	—	X
TM24	—	X
TM25	—	X
TM31	—	X
TM32	—	X
TM33	—	X
TM34	—	X
TM38	—	X
TM40	—	X
TM44	—	X
TM50	—	X
HM03	—	X
HM04	—	X



131: Lapras

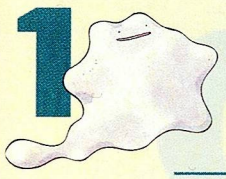
Evolution: Final Form
Type: Water/Ice
Location: Trade Event in Silph Company building (RBY)

Learned Skills

SKILL	TYPE	LAPRAS RBY
Water Gun	Water	STND
Growl	Normal	STND
Sing	Normal	L16
Mist	Ice	L20
Body Slam	Normal	L25
Confuse Ray	Ghost	L31
Ice Beam	Ice	L38
Hydro Pump	Water	L46

Technical Machines

NUMBER	LAPRAS RBY
TM06	X
TM07	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM20	X
TM22	X
TM23	X
TM24	X
TM25	X
TM29	X
TM31	X
TM32	X
TM33	X
TM34	X
TM40	X
TM44	X
TM46	X
TM50	X
HM03	X
HM04	X



132: Ditto

Evolution: Final Form
Type: Normal
Location: Routes 13, 14, 15, and 23; Unknown Dungeon (RB); Pokémon Mansion and Unknown Dungeon (Y)

Learned Skills

SKILL	TYPE	DITTO RBY
Transform	Normal	STND

Technical Machines

N/A

1 133: Eevee

Evolution: Vaporeon (Water Stone); Jolteon (Thunder Stone); Flareon (Fire Stone)
Type: Normal
Location: Celadon Mansion (RBY)

2 134: Vaporeon

Evolution: Final Form
Type: Water
Location: N/A

3 135: Jolteon

Evolution: Final Form
Type: Electric
Location: N/A

4 136: Flareon

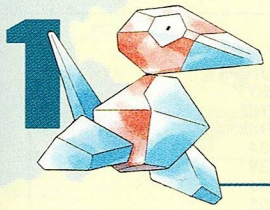
Evolution: Final Form
Type: Fire
Location: N/A

Learned Skills

SKILL	TYPE	EEVEE		VAPOREON		JOLTEON		FLAREON	
		RB	Y	RB	Y	RB	Y	RB	Y
Tackle	Normal	STND	STND	STND	STND	STND	STND	STND	STND
Sand Attack	Normal	STND	L8	STND	L8	STND	L8	STND	L8
Growl	Normal	—	L16	—	—	—	—	—	—
Quick Attack	Normal	L27	L23	L27	L23	L27	L23	L27	L23
Water Gun	Water	—	—	L31	L16	—	—	—	—
Thunder Shock	Electric	—	—	—	—	L31	L16	—	—
Ember	Fire	—	—	—	—	—	—	L31	L16
Tail Whip	Normal	L31	STND	L37	STND	L37	STND	L37	STND
Bite	Normal	L37	L30	L40	L30	—	—	L40	L30
Focus Energy	Normal	—	L36	—	—	—	—	—	—
Aurora Beam	Ice	—	—	—	L36	—	—	—	—
Thunder Wave	Electric	—	—	—	—	L40	L42	—	—
Acid Armor	Poison	—	—	L42	L47	—	—	—	—
Double Kick	Fighting	—	—	—	—	L42	L47	—	—
Leer	Normal	—	—	—	—	—	—	L42	L47
Haze	Ice	—	—	L44	L42	—	—	—	—
Agility	Psychic	—	—	—	—	L44	L47	—	—
Fire Spin	Fire	—	—	—	—	—	—	L44	L36
Take Down	Normal	L45	L42	—	—	—	—	—	—
Mist	Ice	—	—	L48	—	—	—	—	—
Pin Missile	Bug	—	—	—	—	L48	L36	—	—
Rage	Normal	—	—	—	—	—	—	L48	—
Hydro Pump	Water	—	—	L54	L52	—	—	—	—
Thunder	Electric	—	—	—	—	L54	L52	—	—
Flamethrower	Fire	—	—	—	—	—	—	L54	L52

Technical Machines

NUMBER	EEVEE	VAPOREON	JOLTEON	FLAREON
	RBY	RBY	RBY	RBY
TM06	X	X	X	X
TM08	X	X	X	X
TM09	X	X	X	X
TM10	X	X	X	X
TM11	—	X	—	—
TM12	—	X	—	—
TM13	—	X	—	—
TM14	—	X	—	—
TM15	—	X	X	X
TM20	X	X	X	X
TM24	—	—	X	—
TM25	—	—	X	—
TM31	X	X	X	X
TM32	X	X	X	X
TM33	X	X	X	X
TM34	X	X	X	X
TM38	—	—	—	X
TM39	X	X	X	X
TM40	X	X	X	X
TM44	X	X	X	X
TM45	—	—	X	—
TM50	X	X	X	X
HM03	—	X	—	—
HM05	—	—	X	—



137: Porygon

Evolution: Final Form
Type: Normal
Location: Coin Exchange (RBY)

Learned Skills

SKILL	TYPE	PORYGON RBY
Tackle	Normal	STND
Sharpen	Normal	STND
Conversion	Normal	STND
Psybeam	Psychic	L23
Recover	Normal	L28
Agility	Psychic	L35
Tri Attack	Normal	L42

Technical Machines

NUMBER	PORYGON RBY
TM06	X
TM09	X
TM10	X
TM13	X
TM14	X
TM15	X
TM20	X
TM24	X
TM25	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM39	X
TM40	X
TM44	X
TM45	X
TM46	X
TM49	X
TM50	X
HM05	X

138: Omanyte

Evolution: Omastar (LV 40)
Type: Rock/Water
Location: Helix Fossil (RBY)

139: Omastar

Evolution: Final Form
Type: Rock/Water
Location: N/A

Learned Skills

SKILL	TYPE	OMANYTE RBY	OMASTAR RBY
Water Gun	Water	STND	STND
Withdraw	Water	STND	STND
Horn Attack	Normal	L34	L34
Leer	Normal	L39	L39
Spike Cannon	Normal	L46	L44
Hydro Pump	Water	L53	L49

Technical Machines

NUMBER	OMANYTE RBY	OMASTAR RBY
TM06	X	X
TM07	—	X
TM08	X	X
TM09	X	X
TM10	X	X
TM11	X	X
TM12	X	X
TM13	X	X
TM14	X	X
TM15	—	X
TM17	—	X
TM19	—	X
TM20	X	X
TM31	X	X
TM32	X	X
TM33	X	X
TM34	X	X
TM40	—	X
TM44	X	X
TM50	X	X
HM03	X	X

140: Kabuto

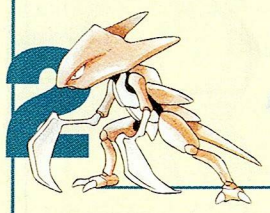
Evolution: Kabutops (LV 40)
Type: Rock/Water
Location: Dome Fossil (RBY)

Learned Skills

SKILL	TYPE	KABUTO RBY	KABUTOPS RBY
Scratch	Normal	STND	STND
Harden	Normal	STND	STND
Absorb	Grass	L34	L34
Slash	Normal	L39	L39
Leer	Normal	L44	L46
Hydro Pump	Water	L49	L53

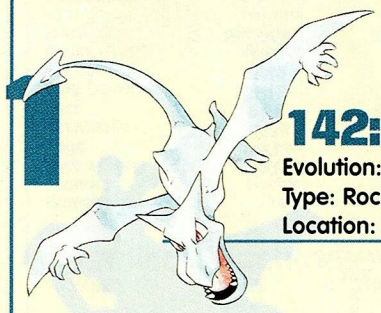
Technical Machines

NUMBER	KABUTO RB	KABUTO Y	KABUTOPS RB	KABUTOPS Y
TM02	—	—	X	X
TM03	—	—	X	X
TM05	—	—	X	X
TM06	X	X	X	X
TM08	X	X	X	X
TM09	X	X	X	X
TM10	X	X	X	X
TM11	X	X	X	X
TM12	X	X	X	X
TM13	X	X	X	X
TM14	X	X	X	X
TM15	—	—	X	X
TM17	—	—	X	X
TM19	—	—	X	X
TM20	X	X	X	X
TM31	X	X	X	X
TM32	X	X	X	X
TM33	X	X	X	X
TM34	X	X	X	X
TM40	—	—	X	X
TM44	X	X	X	X
TM50	X	X	X	X
HM01	—	—	—	X
HM03	X	X	X	X



141: Kabutops

Evolution: Final Form
Type: Rock/Water
Location: N/A



142: Aerodactyl

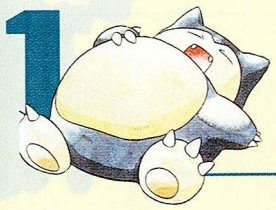
Evolution: Final Form
Type: Rock/Flying
Location: Old Amber (RBY)

Learned Skills

SKILL	TYPE	AERODACTYL RBY
Wing Attack	Flying	STND
Agility	Psychic	STND
Supersonic	Normal	L33
Bite	Normal	L39
Take Down	Normal	L45
Hyper Beam	Normal	L54

Technical Machines

NUMBER	AERODACTYL RBY
TM02	X
TM04	X
TM06	X
TM09	X
TM10	X
TM15	X
TM20	X
TM23	X
TM31	X
TM32	X
TM33	X
TM34	X
TM38	X
TM39	X
TM43	X
TM44	X
TM50	X
HM02	X



143: Snorlax

Evolution: Final Form
Type: Normal
Location: Routes 12 and 16 (RBY)

Learned Skills

SKILL	TYPE	SNORLAX RBY
Head Butt	Normal	STND
Amnesia	Psychic	STND
Rest	Psychic	STND
Body Slam	Normal	L35
Harden	Normal	L41
Double Edge	Normal	L48
Hyper Beam	Normal	L56

Technical Machines

NUMBER	SNORLAX RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM16	X
TM17	X
TM18	X
TM19	X
TM20	X
TM22	X
TM24	X
TM25	X
TM26	X
TM27	X
TM29	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM36	X
TM38	X
TM40	X
TM44	X
TM46	X
TM48	X
TM50	X
HM03	X
HM04	X

144: Articuno

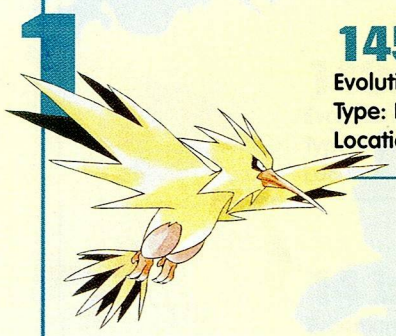
Evolution: Final Form
Type: Ice/Flying
Location: Seafoam Islands (RBY)

Learned Skills

SKILL	TYPE	ARTICUNO RBY
Peck	Flying	STND
Ice Beam	Ice	STND
Blizzard	Ice	L51
Agility	Psychic	L55
Mist	Ice	L60

Technical Machines

NUMBER	ARTICUNO RBY
TM02	X
TM04	X
TM06	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM20	X
TM31	X
TM32	X
TM33	X
TM34	X
TM39	X
TM43	X
TM44	X
TM50	X
HM02	X



145: Zapdos

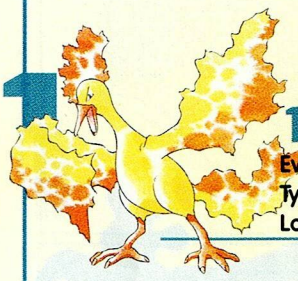
Evolution: Final Form
Type: Electric/Flying
Location: Power Plant (RBY)

Learned Skills

SKILL	TYPE	ZAPDOS RBY
Thunder Shock	Electric	STND
Drill Peck	Flying	STND
Thunder	Electric	L51
Agility	Psychic	L55
Light Screen	Psychic	L60

Technical Machines

NUMBER	ZAPDOS RBY
TM02	X
TM04	X
TM06	X
TM09	X
TM10	X
TM15	X
TM20	X
TM24	X
TM25	X
TM31	X
TM32	X
TM33	X
TM34	X
TM39	X
TM43	X
TM44	X
TM45	X
TM50	X
HM02	X
HM05	X



146: Moltres

Evolution: Final Form
Type: Fire/Flying
Location: Victory Road (RBY)

Learned Skills

SKILL	TYPE	MOLTRES RBY
Peck	Flying	STND
Fire Spin	Fire	STND
Leer	Normal	L51
Agility	Psychic	L55
Sky Attack	Flying	L60

Technical Machines

NUMBER	MOLTRES RBY
TM02	X
TM04	X
TM06	X
TM09	X
TM10	X
TM15	X
TM20	X
TM31	X
TM32	X
TM33	X
TM34	X
TM38	X
TM39	X
TM43	X
TM44	X
TM50	X
HM02	X

147: Dratini

Evolution: Dragonair (LV 30)
Type: Dragon
Location: Safari Zone (RBY); Coin Exchange (RB)

148: Dragonair

Evolution: Dragonite (LV 55)
Type: Dragon
Location: Safari Zone (Y)

149: Dragonite

Evolution: Final Form
Type: Dragon/Flying
Location: N/A

Learned Skills

SKILL	TYPE	DRATINI RBY	DRAGONAIR RBY	DRAGONITE RBY
Wrap	Normal	STND	STND	STND
Leer	Normal	STND	STND	STND
Thunder Wave	Electric	L10	L10	L10
Agility	Psychic	L20	L20	L20
Slam	Normal	L30	L35	L35
Dragon Rage	Dragon	L40	L45	L45
Hyper Beam	Normal	L50	L55	L60

Technical Machines

NUMBER	MEWTWO RBY	RBY	RBY
TM02	—	—	X
TM06	X	X	X
TM07	—	X	X
TM08	X	X	X
TM09	X	X	X
TM10	X	X	X
TM11	X	X	X
TM12	X	X	X
TM13	X	X	X
TM14	X	X	X
TM15	—	—	X
TM20	X	X	X
TM23	X	X	X
TM24	X	X	X
TM25	X	X	X
TM31	X	X	X
TM32	X	X	X
TM33	X	X	X
TM34	X	X	X
TM38	X	X	X
TM39	X	X	X
TM40	X	X	X
TM44	X	X	X
TM45	X	X	X
TM50	X	X	X
HM03	X	X	X
HM04	—	—	X

150: Mewtwo

Evolution: Final Form
Type: Psychic
Location: Unknown Dungeon (RBY)

Learned Skills

SKILL	TYPE	MEWTWO RBY
Confusion	Psychic	STND
Disable	Normal	STND
Swift	Normal	STND
Barrier	Psychic	L63
Psychic	Psychic	L66
Recover	Normal	L70
Mist	Ice	L75
Amnesia	Psychic	L81

Technical Machines

NUMBER	MEWTWO RBY
TM01	X
TM05	X
TM06	X
TM08	X
TM09	X
TM10	X
TM11	X
TM12	X
TM13	X
TM14	X
TM15	X
TM17	X
TM18	X
TM19	X
TM20	X
TM22	X
TM24	X
TM25	X
TM29	X
TM30	X
TM31	X
TM32	X
TM33	X
TM34	X
TM35	X
TM36	X
TM38	X
TM40	X
TM44	X
TM45	X
TM46	X
TM49	X
TM50	X
HM04	X
HM05	X

Items Galore!

Many items you encounter as you travel the world of Pokémon are crucial to completing your quest. If you become stuck because you can't find something, or if you wonder what certain items can do, refer to the following tables.

Remedies and Other Medicines

ITEM NAME	COST	LOCATION	FUNCTION
POTION	300P	Poké Marts	Heals up to 20 HP
SUPER POTION	700P	Poké Marts	Heals up to 50 HP
HYPER POTION	1,500P	Poké Marts	Heals up to 200HP
MAX POTION	2,500P	Poké Marts	Complete HP recovery!
FULL RESTORE	3,000P	Poké Marts	Recovers all HP and cures status problems
REVIVE	1,500P	Poké Marts	Resurrects fainted Pokémon and heals half their HP
MAX REVIVE	—	Item Balls in dungeons and along routes	Resurrection and complete HP recovery
ANTIDOTE	100P	Poké Marts	Cures poisoned Pokémon
AWAKENING	250P	Poké Marts	Awakens sleeping Pokémon
BURN HEAL	250P	Poké Marts	Heals burned Pokémon
ICE HEAL	250P	Poké Marts	Thaws frozen Pokémon
PARALYZ HEAL	200P	Poké Marts	Frees paralyzed Pokémon
FULL HEAL	600P	Poké Marts	Cures Pokémon of any status problem other than "Faint"

Vitamins and Other Power-Ups

ITEM NAME	COST	LOCATION	FUNCTION
HP UP	—	Item Balls in dungeons and routes	Increases maximum HP
CALCIUM	9,800P	Celadon Department Store (5th Floor)	Increases Pokémon's special power
CARBOS	9,800P	Celadon Department Store (5th Floor)	Increases Pokémon's speed
IRON	9,800P	Celadon Department Store (5th Floor)	Increases Pokémon's defense strength
PROTEIN	9,800P	Celadon Department Store (5th Floor)	Increases Pokémon's attack strength
RARE CANDY	—	Item Balls in dungeons and along routes	Raises Pokémon one level

For Use in Battle *Only*!

ITEM NAME	COST	LOCATION	FUNCTION
DIRE HIT	950P	Celadon Department Store (5th Floor)	Increases Pokémon's critical hit percentage
GUARD SPEC.	700P	Celadon Department Store (5th Floor)	Protects Pokémon from enemies' special attacks
X ACCURACY	650P	Celadon Department Store (5th Floor)	Increases Pokémon's accuracy
X ATTACK	500P	Celadon Department Store (5th Floor)	Increases Pokémon's attack strength
X DEFEND	550P	Celadon Department Store (5th Floor)	Increases Pokémon's defense strength
X SPEED	350P	Celadon Department Store (5th Floor)	Increases Pokémon's speed
X SPECIAL	350P	Celadon Department Store (5th Floor)	Increases Pokémon's special power

PP Potions

ITEM NAME	COST	LOCATION	FUNCTION
ELIXER	—	Item Balls in dungeons and along routes	Restores 10PP on all Pokémon's skills
ETHER	—	Item Balls in dungeons and along routes	Restores 10PP on one of Pokémon's skills
MAX ELIXER	—	Item Balls in dungeons and along routes	Restores all PP on all of Pokémon's skills
MAX ETHER	—	Item Balls in dungeons and along routes	Restores all PP on one of Pokémon's skills
PP UP	—	Item Balls in dungeons and along routes	Increases maximum PP

Beverages

ITEM NAME	COST	LOCATION	FUNCTION
FRESH WATER	200P	Celadon Department Store (Rooftop)	Heals up to 50HP; functions as thirst quencher for guards so you can pass through guard gates
SODA POP	300P	Celadon Department Store (Rooftop)	Heals up to 60HP; functions as thirst quencher for guards so you can pass through guard gates
LEMONADE	350P	Celadon Department Store (Rooftop)	Heals up to 80HP; functions as thirst quencher for guards so you can pass through guard gates

Necessary Tools

ITEM NAME	COST	LOCATION	FUNCTION
POKÉ BALL	200P	Poké Marts	Basic tool for catching wild Pokémon
GREAT BALL	600P	Poké Marts	More effective at capturing Pokémon than Poké Ball
ULTRA BALL	1,200P	Poké Marts	Poké Ball you can purchase in a Poké Mart
SAFARI BALL	—	Safari Zone	Poké Balls used exclusively in Safari Zone
MASTER BALL	—	Saffron City (Silph Company)	Ultimate Poké Ball: captures 100% of the time—*but* you get only one!
BICYCLE	1,000,000P	Cerulean City (Bike Shop)	Expensive bike for traveling faster or to use in areas such as Cycling Road
ESCAPE ROPE	550P	Poké Marts	Magical rope that pulls you from a cave or gym and takes you to last Pokémon Center visited
POKÉ DOLL	1,000P	Celadon Department Store (4th Floor)	Popular Pokémon doll that distracts enemy Pokémon and makes them want to flee!
REPEL	350P	Poké Marts	Spray repellent that fends off wild Pokémon briefly (about 100 steps)
SUPER REPEL	500P	Poké Marts	More powerful spray that protects from random attacks for about 200 steps
MAX REPEL	700P	Poké Marts	Most powerful repellent; protects for 250 steps

Mysterious Stones and Fossils

ITEM NAME	COST	LOCATION	FUNCTION
DOME FOSSIL	—	Mt. Moon	Give it to a scientist on Cinnabar Island and he'll turn it into a KABUTO
HELIX FOSSIL	—	Mt. Moon	Give it to a scientist on Cinnabar Island and he'll turn it into an OMANYTE
OLD AMBER	—	Pewter City (Museum Annex)	Give it to a scientist on Cinnabar Island and he'll turn it into an AERODACTYL
FIRE STONE	2,100P	Celadon Department Store (4th Floor)	Evolves certain Fire Pokémon
LEAF STONE	2,100P	Celadon Department Store (4th Floor)	Evolves certain Plant Pokémon
MOON STONE	—	Mt. Moon, Route 2, Celadon City (Game Corner Basement)	Evolves certain Magical Pokémon types, such as CLEFAIRY or JIGGLYPUFF
THUNDER STONE	2,100P	Celadon Department Store (4th Floor)	Evolves certain Electric Pokémon
WATER STONE	2,100P	Celadon Department Store (4th Floor)	Evolves certain Water Pokémon

Miscellaneous (but Important) Items

ITEM NAME	COST	LOCATION	FUNCTION
BIKE VOUCHER	—	Vermilion City	Coupon good for one free Bike
CARD KEY	—	Saffron City (Silph Company)	Special card for opening locked doors in the Silph Company building
COIN CASE	—	Celadon City	Holds special coins for playing slot machines in the Game Corner
EXP ALL	—	Route 15 (Gate House to Fuchsia City)	Distributes EXP points to all Pokémon in your party, even if they don't fight in a battle
GOLD TEETH	—	Safari Zone	Give to Safari Zone Director in exchange for HM04 (STRENGTH)
ITEMFINDER	—	Route 11 (Gate House to Route 12)	Detects hidden onscreen items
LIFT KEY	—	Celadon City (Team Rocket Hideout)	Activates elevator in Team Rocket's Hideout
NUGGET	—	Item Balls in dungeons and routes	Sell at a Poké Mart for 5,000P
OAK's PARCEL	—	Viridian City	Deliver to Professor Oak in exchange for a POKÉDEX
POKÉ FLUTE	—	Pokémon Tower	Awakens sleeping Pokémon
POKÉDEX	—	Professor Oak's Lab	Tracks information about Pokémon you've captured or seen
OLD ROD	—	Vermilion City	Catches the MAGIKARP Water Pokémon
GOOD ROD	—	Fuchsia City	Catches up to two types of Water Pokémon
SUPER ROD	—	Route 12	Best fishing pole available! Catches any available Water Pokémon
SS TICKET	—	Route 25	BILL provides this so you may attend the party on the SS *Anne*
SECRET KEY	—	Pokémon Mansion	Admits you to locked gym on Cinnabar Island
SILPH SCOPE	—	Celadon City (Team Rocket Hideout)	Reveals true form of ghosts in Pokémon Tower
TOWN MAP	—	Pallet Town	Received from rival's sister; allows you to view the entire world of Pokémon

Technical and Hidden Machines

ITEM NAME	COST	LOCATION	SKILL LEARNED
TM #01	3,000P	Celadon Department Store (2nd Floor), Mt. Moon	Mega Punch
TM #02	2,000P	Celadon Department Store (2nd Floor), Celadon City (Team Rocket Hideout)	Razor Wind
TM #03	—	Saffron City (Silph Company)	Swords Dance
TM #04	—	Route 4	Whirlwind
TM #05	3,000P	Celadon Department Store (2nd Floor), Victory Road	Mega Kick
TM #06	—	Fuchsia City Gym	Toxic
TM #07	2,000P	Celadon Department Store (2nd Floor), Celadon City (Team Rocket Hideout)	Horn Drill
TM #08	—	SS *Anne*	Body Slam
TM #09	3,000P	Celadon Department Store (2nd Floor), Saffron City (Silph Company)	Take Down
TM #10	—	Celadon City (Team Rocket Hideout)	Double-Edge
TM #11	—	Cerulean City Gym	Bubblebeam
TM #12	—	Mt. Moon	Water Gun
TM #13	—	Celadon Department Store (Rooftop)	Ice Beam
TM #14	—	Pokémon Mansion	Blizzard
TM #15	—	Celadon Exchange Center (5500 coins)	Hyper Beam
TM #16	—	Route 12	Pay Day
TM #17	3,000P	Celadon Department Store (2nd Floor), Victory Road	Submission
TM #18	—	Celadon Department Store (3rd Floor Counter)	Counter
TM #19	—	Route 25	Seismic Toss
TM #20	—	Route 15 (Gate House to Fuchsia City)	Rage
TM #21	—	Celadon City Gym	Mega Drain
TM #22	—	Pokémon Mansion	Solarbeam
TM #23	—	Celadon Exchange Center (3,300 coins)	Dragon Rage
TM #24	—	Vermilion City Gym	Thunderbolt
TM #25	—	Power Plant	Thunder
TM #26	—	Saffron City (Silph Company)	Earthquake
TM #27	—	Viridian City Gym	Fissure
TM #28	—	Cerulean City	Dig
TM #29	—	Saffron City	Psychic
TM #30	—	Route 9	Teleport
TM #31	—	Saffron City	Mimic
TM #32	1,000P	Celadon Department Store (2nd Floor), Safari Zone	Double Team
TM #33	1,000P	Celadon Department Store (2nd Floor), Power Plant	Reflect
TM #34	—	Pewter City Gym	Bide
TM #35	—	Cinnabar Island	Metronome
TM #36	—	Saffron City (Silph Company)	Self Destruct
TM #37	2,000P	Celadon Department Store (2nd Floor), Safari Zone	Egg Bomb
TM #38	—	Cinnabar Island Gym	Fire Blast
TM #39	—	Route 12 (Gate House)	Swift
TM #40	—	Safari Zone	Skull Bash
TM #41	—	Celadon City	Softboiled
TM #42	—	Viridian City	Dream Eater
TM #43	—	Victory Road	Sky Attack
TM #44	—	SS *Anne*	Rest
TM #45	—	Route 24	Thunder Wave
TM #46	—	Saffron City Gym	Psywave
TM #47	—	Victory Road	Explosion
TM #48	—	Celadon Department Story (Rooftop)	Rock Slide
TM #49	—	Celadon Department Story (Rooftop)	Tri Attack
TM #50	—	Celadon Exchange Center (7,700 coins)	Substitute
HM #01	—	SS *Anne*	Cut
HM #02	—	Route 16	Fly
HM #03	—	Safari Zone	Surf
HM #04	—	Fuchsia City	Strength
HM #05	—	Route 2	Flash

Pokémon Checklist

As you help Professor Oak fulfill his dream of collecting every known Pokémon, use this checklist to keep track of the Pokémon you see and capture. If you're playing *Pokémon Yellow* and own a Game Boy printer, you can print out Pokédex information for each Pokémon you see or collect and apply the sticker in the space provided.

☐ Seen

☐ Captured

No. 01: Bulbasaur

☐ Seen

☐ Captured

No. 02: Ivysaur

☐ Seen

☐ Captured

No. 03: Venusaur

☐ Seen

☐ Captured

No. 04: Charmander

☐ Seen

☐ Captured

No. 05: Charmeleon

☐ Seen

☐ Captured

No. 06: Charizard

☐ Seen

☐ Captured

No. 07: Squirtle

☐ Seen

☐ Captured

No. 08: Wartortle

☐ Seen

☐ Captured

No. 09: Blastoise

☐ Seen

☐ Captured

No. 10: Caterpie

☐ Seen

☐ Captured

No. 11: Metapod

☐ Seen

☐ Captured

No. 12: Butterfree

☐ Seen

☐ Captured

No. 13: Weedle

☐ Seen

☐ Captured

No. 14: Kakuna

☐ Seen
☐ Captured

No. 15: Beedrill

☐ Seen
☐ Captured

No. 16: Pidgey

☐ Seen
☐ Captured

No. 17: Pidgeotto

☐ Seen
☐ Captured

No. 18: Pidgeot

☐ Seen
☐ Captured

No. 19: Rattata

☐ Seen
☐ Captured

No. 20: Raticate

☐ Seen
☐ Captured

No. 21: Spearow

☐ Seen
☐ Captured

No. 22: Fearow

☐ Seen
☐ Captured

No. 23: Ekans

☐ Seen
☐ Captured

No. 24: Arbok

☐ Seen
☐ Captured

No: 25: Pikachu

☐ Seen
☐ Captured

No. 26: Raichu

☐ Seen
☐ Captured

No. 27: Sandshrew

☐ Seen
☐ Captured

No. 28: Sandslash

☐ Seen
☐ Captured

No. 29: Nidoran♀

❑ Seen

❑ Captured

No. 30: Nidorina

❑ Seen

❑ Captured

No. 31: Nidoqueen

❑ Seen

❑ Captured

No. 32: Nidoran♂

❑ Seen

❑ Captured

No. 33: Nidorino

❑ Seen

❑ Captured

No. 34: Nidoking

❑ Seen

❑ Captured

No. 35: Clefairy

❑ Seen

❑ Captured

No. 36: Clefable

❑ Seen

❑ Captured

No. 37: Vulpix

❑ Seen

❑ Captured

No. 38: Ninetales

❑ Seen

❑ Captured

No. 39: Jigglypuff

❑ Seen

❑ Captured

No. 40: Wigglytuff

❑ Seen

❑ Captured

No. 41: Zubat

❑ Seen

❑ Captured

No. 42: Golbat

❑ Seen

❑ Captured

No. 43: Oddish

❑ Seen

❑ Captured

No. 44: Gloom

☐ Seen
☐ Captured

No. 45: Vileplume

☐ Seen
☐ Captured

No. 46: Paras

☐ Seen
☐ Captured

No. 47: Parasect

☐ Seen
☐ Captured

No. 48: Venonat

☐ Seen
☐ Captured

No. 49: Venomoth

☐ Seen
☐ Captured

No. 50: Diglett

☐ Seen
☐ Captured

No. 51: Dugtrio

☐ Seen
☐ Captured

No. 52: Meowth

☐ Seen
☐ Captured

No. 53: Persian

☐ Seen
☐ Captured

No. 54: Psyduck

☐ Seen
☐ Captured

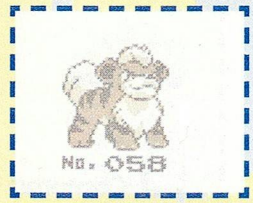
No. 55: Golduck

☐ Seen
☐ Captured

No 56: Mankey

☐ Seen
☐ Captured

No. 57: Primeape



☐ Seen
☐ Captured

No. 58: Growlithe

☐ Seen
☐ Captured

No. 59: Arcanine

❑ Seen

❑ Captured

No. 60: Poliwag

❑ Seen

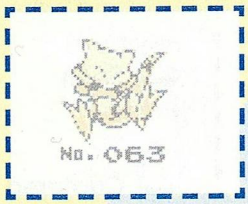
❑ Captured

No. 61: Poliwhirl

❑ Seen

❑ Captured

No. 62: Poliwrath



❑ Seen

❑ Captured

No. 63: Abra

❑ Seen

❑ Captured

No. 64: Kadabra

❑ Seen

❑ Captured

No. 65: Alakazam

❑ Seen

❑ Captured

No. 66: Machop

❑ Seen

❑ Captured

No. 67: Machoke

❑ Seen

❑ Captured

No. 68: Machamp

❑ Seen

❑ Captured

No. 69: Bellsprout

❑ Seen

❑ Captured

No. 70: Weepinbell

❑ Seen

❑ Captured

No. 71: Victreebel

❑ Seen

❑ Captured

No. 72: Tentacool

❑ Seen

❑ Captured

No. 73: Tentacruel

❑ Seen

❑ Captured

No. 74: Geodude

☐ Seen
☐ Captured

No. 75: Graveler

☐ Seen
☐ Captured

No. 76: Golem

☐ Seen
☐ Captured

No. 77: Ponyta

☐ Seen
☐ Captured

No. 78: Rapidash

☐ Seen
☐ Captured

No. 79: Slowpoke

☐ Seen
☐ Captured

No. 80: Slowbro

☐ Seen
☐ Captured

No. 81: Magnemite

☐ Seen
☐ Captured

No. 82: Magneton

☐ Seen
☐ Captured

No. 83: Farfetch'd

☐ Seen
☐ Captured

No. 84: Doduo

☐ Seen
☐ Captured

No. 85: Dodrio

☐ Seen
☐ Captured

No. 86: Seel

☐ Seen
☐ Captured

No. 87: Dewgong

☐ Seen
☐ Captured

No. 88: Grimer

☐ Seen
☐ Captured

No. 89: Muk

❑ Seen

❑ Captured

No. 90: Shellder

❑ Seen

❑ Captured

No. 91: Cloyster

❑ Seen

❑ Captured

No. 92: Gastly

❑ Seen

❑ Captured

No. 93: Haunter

❑ Seen

❑ Captured

No. 94: Gengar

❑ Seen

❑ Captured

No. 95: Onix

❑ Seen

❑ Captured

No. 96: Drowzee

❑ Seen

❑ Captured

No. 97: Hypno

❑ Seen

❑ Captured

No. 98: Krabby

❑ Seen

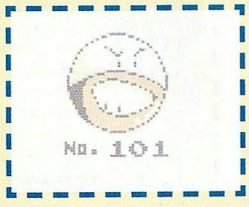
❑ Captured

No. 99: Kingler

❑ Seen

❑ Captured

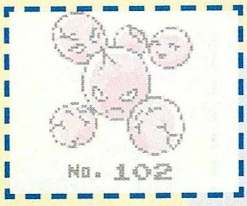
No. 100: Voltorb



❑ Seen

❑ Captured

No. 101: Electrode



❑ Seen

❑ Captured

No. 102: Exeggcute

❑ Seen

❑ Captured

No. 103: Exeggutor

❑ Seen

❑ Captured

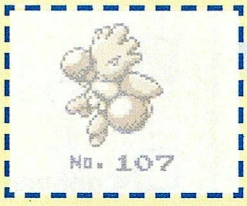
No. 104: Cubone

☐ Seen
☐ Captured

No. 105: Marowak

☐ Seen
☐ Captured

No. 106: Hitmonlee



☐ Seen
☐ Captured

No. 107: Hitmonchan

☐ Seen
☐ Captured

No. 108: Lickitung

☐ Seen
☐ Captured

No. 109: Koffing

☐ Seen
☐ Captured

No. 110: Weezing

☐ Seen
☐ Captured

No. 111: Rhyhorn

☐ Seen
☐ Captured

No. 112: Rhydon

☐ Seen
☐ Captured

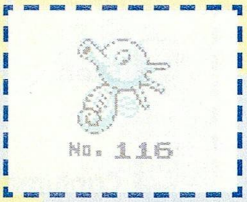
No. 113: Chansey

☐ Seen
☐ Captured

No. 114: Tangela

☐ Seen
☐ Captured

No. 115: Kangaskhan



☐ Seen
☐ Captured

No. 116: Horsea

☐ Seen
☐ Captured

No. 117: Seadra

☐ Seen
☐ Captured

No. 118: Goldeen

☐ Seen
☐ Captured

No. 119: Seaking

☐ Seen

☐ Captured

No. 120: Staryu

☐ Seen

☐ Captured

No. 121: Starmie

☐ Seen

☐ Captured

No. 122: Mr. Mime

☐ Seen

☐ Captured

No. 123: Scyther

☐ Seen

☐ Captured

No. 124: Jynx

☐ Seen

☐ Captured

No. 125: Electabuzz

☐ Seen

☐ Captured

No. 126: Magmar

☐ Seen

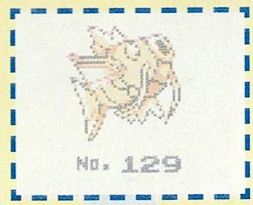
☐ Captured

No. 127: Pinsir

☐ Seen

☐ Captured

No. 128: Tauros



☐ Seen

☐ Captured

No. 129: Magikarp

☐ Seen

☐ Captured

No. 130: Gyarados

☐ Seen

☐ Captured

No. 131: Lapras

☐ Seen

☐ Captured

No. 132: Ditto

☐ Seen

☐ Captured

No. 133: Eevee

☐ Seen

☐ Captured

No. 134: Vaporeon

❑ Seen
❑ Captured

No. 135: Jolteon

❑ Seen
❑ Captured

No. 136: Flareon

❑ Seen
❑ Captured

No. 137: Porygon

❑ Seen
❑ Captured

No. 138: Omanyte

❑ Seen
❑ Captured

No. 139: Omastar

❑ Seen
❑ Captured

No. 140: Kabuto

❑ Seen
❑ Captured

No. 141: Kabutops

❑ Seen
❑ Captured

No. 142: Aerodactyl

❑ Seen
❑ Captured

No. 143: Snorlax

❑ Seen
❑ Captured

No. 144: Articuno

❑ Seen
❑ Captured

No. 145: Zapdos

❑ Seen
❑ Captured

No. 146: Moltres

❑ Seen
❑ Captured

No. 147: Dratini

❑ Seen
❑ Captured

No. 148: Dragonair

❑ Seen
❑ Captured

No. 149: Dragonite

❑ Seen
❑ Captured

No. 150: Mewtwo

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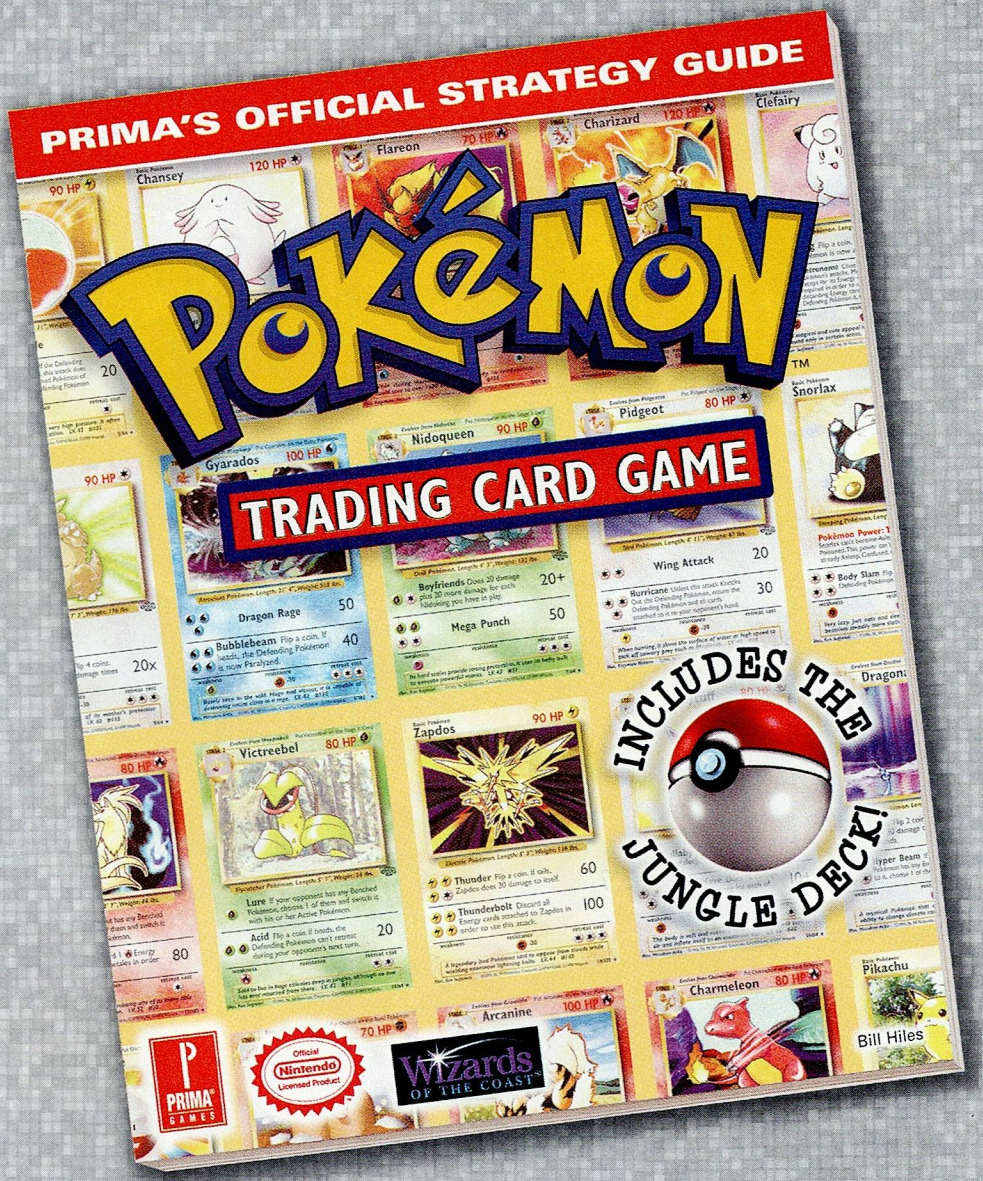

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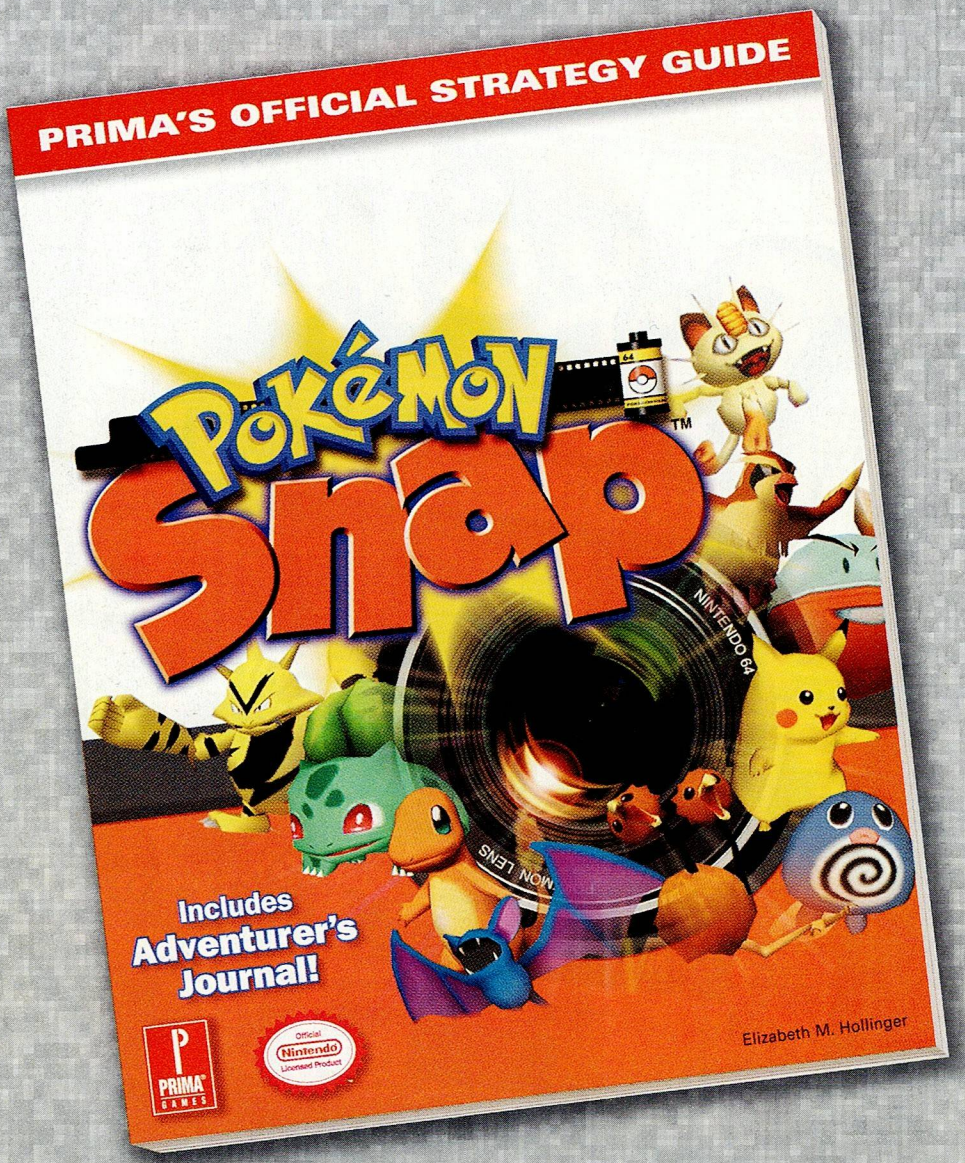

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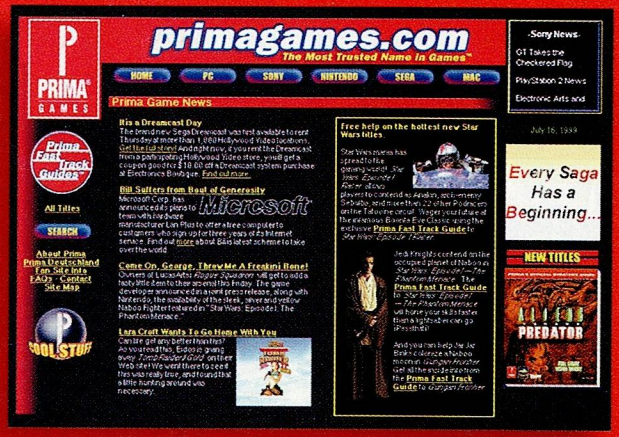

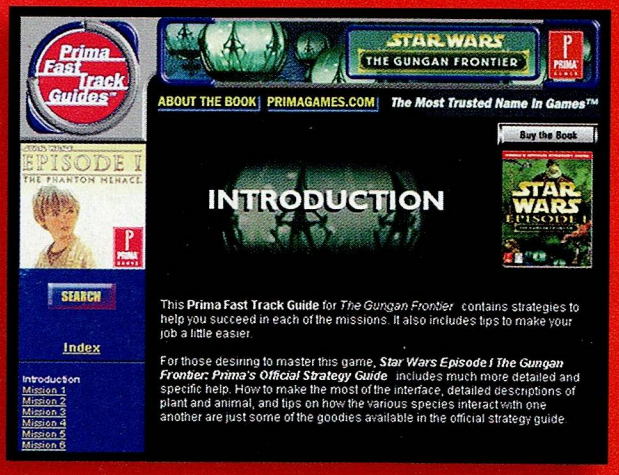

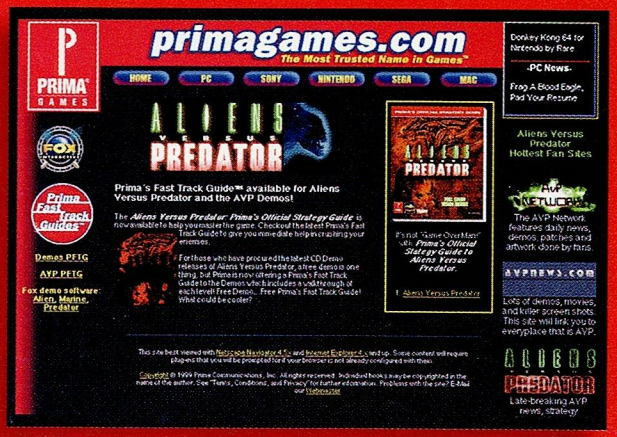

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